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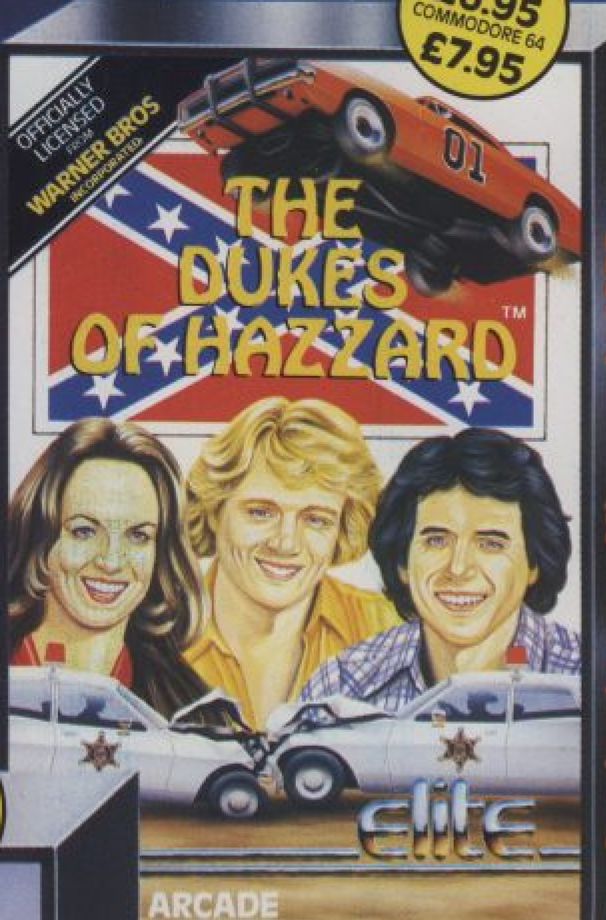
It's the 4th of July and Bo and Luke Duke are planning their noisy, annual party, but Boss Hogg knows about the Duke boys plans and has sent Roscoe and company out to put a stop to their revelry.

Kokotini Wilf

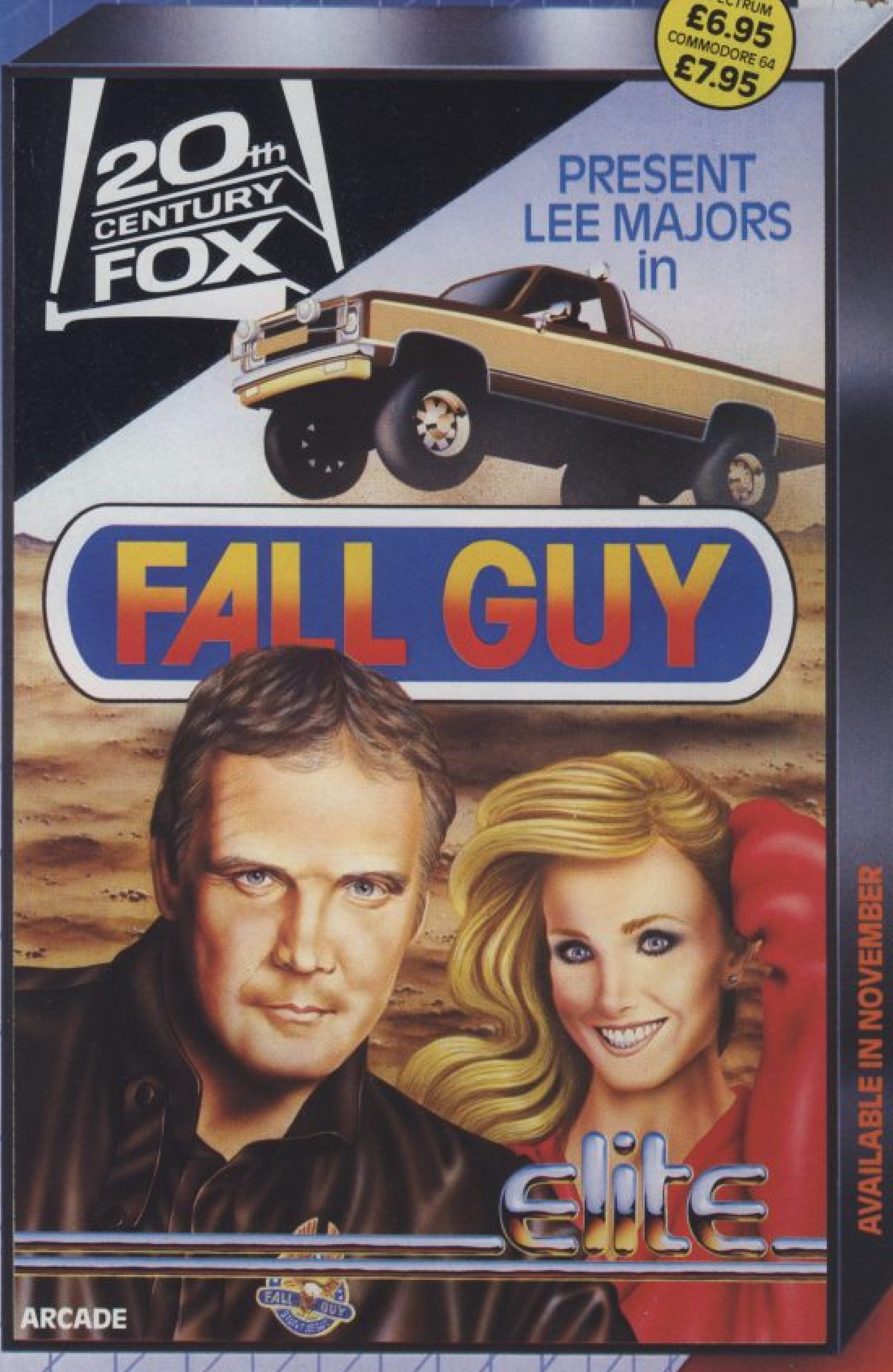
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FEATURES









NEWS AND REVIEWS

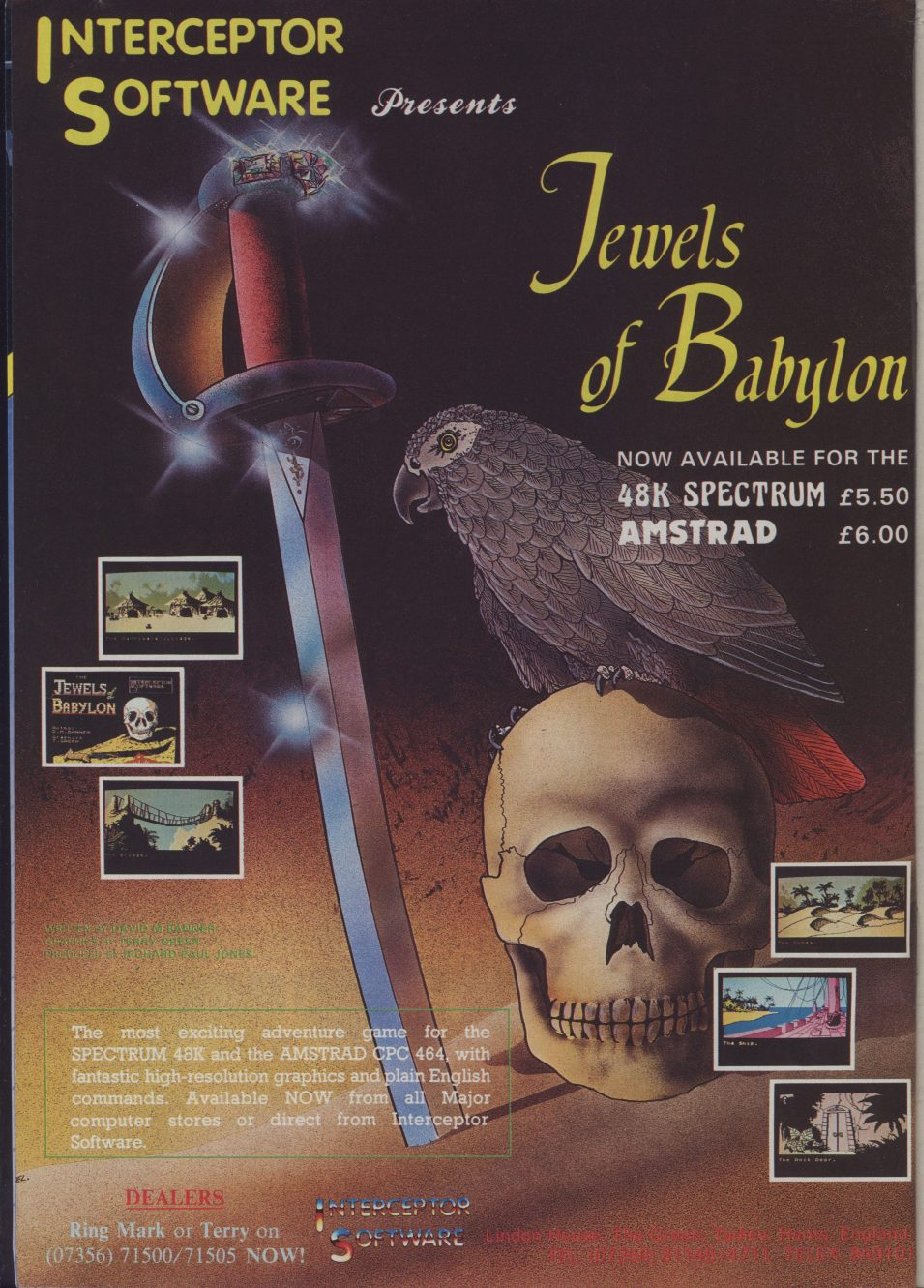


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THE HORRORS OF THE HOLOCAUST

Dear Sir,
I thought my Nazgul raiders were the most evil creations in Middle Earth. That was before I discovered *Raid Over Moscow* by US Gold. What a nasty little number! The horrors of the nuclear holocaust all in the name of good fun. It's not as if ethics have been sacrificed for graphics and playability. I myself have played it and I think I'll stick to torturing Hobbits if I feel like a bit of fun.
Sauron
Mordor
Middle Earth

WHAT WILL IT DO FOR PEACE?

Dear Sir,
After reading November's issue of *C&VG*, I was horribly shocked, indeed offended, that you had published your otherwise excellent magazine with such a tasteless and insulting advertisement as the one on page 125 — *Raid Over Moscow* by *US Gold!*

I don't doubt that it is, or maybe, an excellent game, but I do not wish to be drawn into another sick episode of this American hang up with the peoples of Russia!

The advertisement, let alone the game, is provocative, insulting and harmful to what any peace-loving person dreams for . . . and your acceptance of the advertisement indicates to me that you have no objection to the thought of bombing other peace-seeking Russians in Moscow!!

I'm sorry — that sort of trash I can do without . . . and to think that a few years ago I used to think that a war with the Communists was totally unthinkable and that Western governments were concerned with finding any sort of peaceful solution. Now it seems that war is inevitable . . . and we're preparing for it . . . and preparing our children too!!

BUT NOT MINE!!
Jeff Stones
Dronfield
Sheffield

THE GRAPHICS ARE GREAT ANYWAY

Dear Sir,
My view on *Raid Over Moscow* is that it is brilliant. The mark of 8 you gave for graphics I thought was too low, though. I would give it 10. Despite the fact that, as you say, at the beginning it is difficult to learn how to control the plane, once you have mastered it you certainly find it is worthwhile.

I personally think that if a game is too easy you will soon get bored with it. This game gives me a challenge and I still haven't blown up the second robot at the end yet — and that's at level one. Regarding your comments on the game being questionable and whether you were being hypocritical by criticising that aspect of the game, I think you are being hypocritical about it. I would never have thought of the game being questionable if I hadn't seen your comments on the bottom.

A brilliant game like this should not be marred by comments about whether it is questionable or not. You really must put a game and reality into their own perspective. The packaging describing the game is excellent and this one I think will sell as many, if not more, copies than *Beach-Head*. The challenge is greater to attract more buyers. Keep it up, Bruce Carver!
Andrew Wyles
Grantham
Lincs
PS May I thank you for the best computer magazine you can buy.

DEVIOUS WAYS WITH DECATHLON

Dear Sir,
I've got some great tips for Daley Thompson's *Decathlon*. On the Long Jump, land just behind the jump line, then watch the man with the tape measure go super-bonkers. My best on the long jump is over 423m. On most throwing events, throw the object at 45° but on the Javelin, if you haven't got much speed, throw it at about 55°. On the Pole Vault, land the pole just behind the bar then just after the pole has bent half way up, let go. On the 1500, run up to 1000m with your speed just about in the purple then up to full for the last 500m.
Malcolm Perryman
Caterham
Surrey

A GAME BY ANY OTHER NAME?

Dear Sir,
Another magazine which I read did a review on the perils of piracy. It didn't mention anything about the mega-ripoffs. We all know what they are and curse the day we bought them. Ultimate's *Sabre Wulf,* is just another scenario for *Atic Atac,* and Melbourne House's *Hobbit* is a superb game but at a price too high for most people to reach (without saving). It would have been much better at around £700. The only game which I have seen which is worth the money is Bug-Byte's *Twin Kingdom Valley,* (hereafter known as TKV). I was astonished at the graphics which I saw on my friend's Electron. I was overjoyed to see the price when it came out for the Spectrum at the right price of £7.95.

The graphics are astounding — it must be the best game at the price Dare I say better than *Jet Set Willy?* Well it is, it's a must. If you thought the *Hobbit* was good value, this must be dead good value!

This is why the games are copied. They are priced at such high levels that the only way to get one is to copy it. Thus is the law of pirates!

I was thrilled to receive my copy of *Danger Mouse in Double Trouble.* My high score is 20,345. Can anybody beat that?

Thanks for a great magazine!
Cedric Hubbard
Ottershaw
Surrey

PYJAMARAMA IS FOR THE 64 TOO!

Dear Sir,
In your November issue, you donate a large area for the review of *Pyjamarama* by Mikro-Gen. Why do you not mention that it is also available for the CBM64? Please print this so other CBM64 users can delight themselves with the "Oh so excellent" graphics, etc.
Neil Munro
Kings Langley
Herts
PS. Please send me a t-shirt (medium) or is that pushing my luck a bit . . .? I've got two wives, 17 children, I live in a shoebox in the middle of a motorway . . . the envelope is on HP, er what else can I beg with?!

What do you mean I can't have a t-shirt?!

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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SOUND **10** • SOUND **10** • SOUND **10** • SOUND **10** • SOUND **10** • SO

LASTING INTEREST **10** • LASTING INTEREST **10** • LASTING INTEREST

ANIMATION **10½** • ANIMATION **10½** • ANIMATION **10½** • ANIM

OVERALL **11** • OVERALL **11** • OVERALL **11** • OVERALL **11** • OVERALL **11** •

COULD IT EVER HAPPEN?



ADVERTS — YOU WIN A FEW . . .

Dear Sir,
Thanks for a great November issue of *C&VG*, not least of all for adverts on a very much cheapened Atari 800. At well under £100, it has to be the very best buy for home computer/games enthusiasts (if it wasn't always).

One problem with the old machine which I never could quite understand, was "artefacting", or rather how it never really was successful on British PAL system TVs. The machine's highest resolution mode GRAPHICS 8 is only capable of one colour and two luminances but, with artefacting, dozens of colours are available. This is a feature used on such games as *Drol, A.E., Love Runner* and *Hard Hat Mack* which all perform dismally on British TVs.

It is not surprising, therefore, that there has been quite a stir recently with the emergence of modified versions of the games from West Germany, with full colour and which run perfectly on PAL systems. What I want to know is why this hasn't already been done for games despatched to British consumers, by the respective companies?

Could you, perhaps, enlighten your readers on what exactly artefacting is, maybe with a list of artefacted games to look out for?

One last request. I never quite seem to agree fully with your review section on some games. Why not devise a system whereby your readers review games, with a hints and tips section where readers can contribute.

Finally, if Atari disc users have a machine code routine which they wish to run directly from Basic without entering DOS, they can simply rename it DUP.SYS and call it up by typing DOS.

Tony Dolman
Doncaster
South Yorkshire

ADVERTS — YOU LOSE A FEW . . .

Dear Sir,
I have taken *C&VG* from the very first issue. Now I know you have to put in the ads in order to cover costs, but I am afraid the December issue was a bit too much.

There are more than a 150 pages of adverts, some in bunches of 18 or 20. I feel ripped off. 95p for what few pages there were of interest to me makes me want to cancel my order.

A Haynes
Wordsley
Stourbridge

Editor's reply: Sorry if you feel that there are too many adverts, Mr Haynes — but if you look back through our past issues I'm sure you'll see that the editorial/advert split has remained pretty constant. Maybe it's because so many advertisers are copying the way *C&VG's* pages look that you are noticing them more! And remember that saying about quality not quantity! But what do the rest of you think? Let me know.

WHAT ABOUT TUNNELS & TROLLS?

Dear Sir,
Regarding your article about adventure role-playing games in the November issue of *C&VG*, I thought that you had presented the methods of play used in RPG very well. At the end of the article, though, in the list of the various games, magazines and miniatures — shock! horror! — you had not included my favourite RPG, *Tunnels & Trolls* which, in my opinion, despite having played *D&D* which is weird, limited, exorbitantly priced and over advertised, still comes out tops, merely because it is ten times more flexible. It has a huge choice of weapons and monsters and needs only three six-sided dice — as well as being a lot cheaper.

D&D has been aired once too often. Give *T&T* a chance.

Finally, I must commend you on your excellent books especially *The Warlock of Firetop Mountain* which was illustrated by my ex-art teacher, Russ Nicholson.

Graham Freestone
Haverhill
Suffolk

REVIEWS FOR THE ATARI? WHERE?

Dear Sir,
Congratulations! In August's issue you actually printed four games reviews for the Atari. One of them *Bruce Lee* was game of the month! Were they meant to be printed in the same issue or spread over the rest of this year's issues?

In July's issue, there were 26 reviews and — SURPRISE, SURPRISE — none were for the Atari. Is this lack of reviews because you feel you are wasting your time reviewing them? After all, you've only got 500 to choose from. Out of those 26 reviews, eight were for the CBM 64. Anyone would think it was better than the Atari!

Also how about another Atari game in the Hall of Fame? A game like *Defender* or any of the other brilliant games out for the Atari?

Glen Hambly
Walsham
Norfolk

Editor's reply: Sorry! But you must admit Commodore and Spectrum owners outnumber the Atari owners. Having said that, we will attempt to improve our coverage of Atari games.

MASTERTRONIC — THEY'RE NOT SO BAD

Dear Sir,
I was rather disappointed with the editor's attitude to Mastertronic's games in his reply to Mr A Catling's letter (Aug. issue). They aren't all that bad.

I own a CBM 64 and, although I do not own BMX Racers which had quite a bad review in that issue, I have seven of Mastertronic's existing range of Commodore games and at least six are of excellent quality, especially *Duckshoot, Hektik* and *Squirm*.

Why not subject your reviewers to a month of the games listed above and note the reaction?

Richard Conway
Lanarkshire
Scotland

PARKER ARE PULLING OUT

Dear Sir,
Is there any truth in the rumour that Parker are to produce a range of cartridges compatible with Interface 2? If so, will *Star Wars* be included amongst them?

David Cottle
Bishopston
Swansea

Editor's reply: Parker have decided to shelve all future video and computer games.

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The Spirit of the Stones book is a great read.

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A voyage of discovery into an unknown world of poltergeists, unholy spirits, banshees, manticores and demons.

The Spirit of the Stones is as entertaining as it can be rewarding. And, like all of our software, it has been specifically designed to get the best out of Commodore hardware.

You can't choose better.

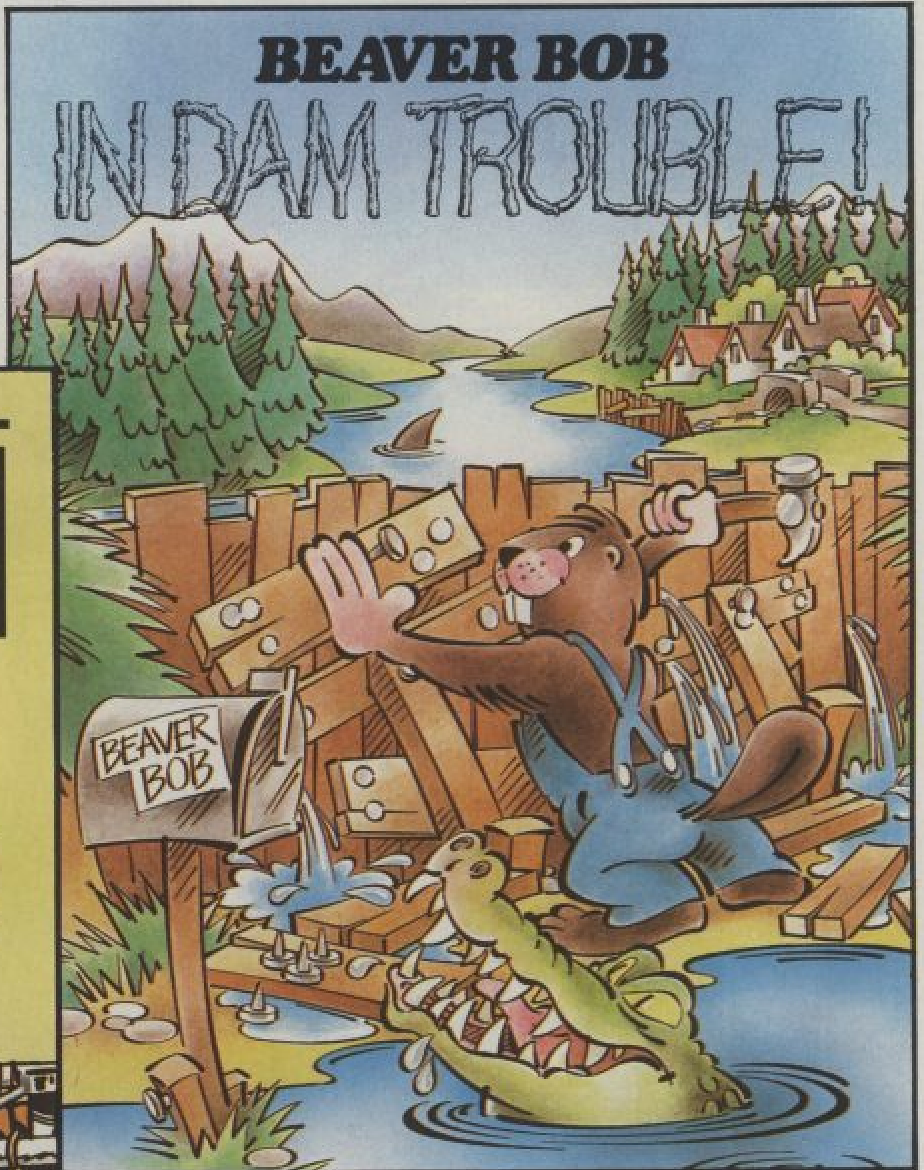
Commodore software: it costs no more, even though there's more to it.

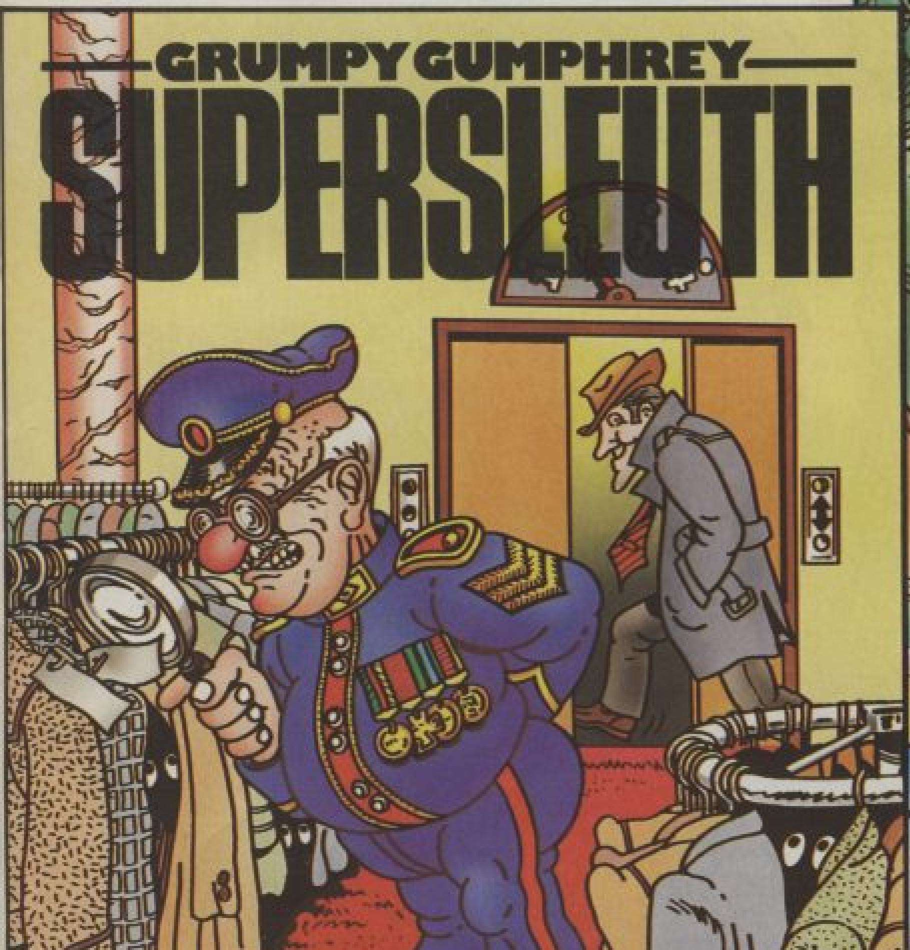
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Poor Bob! All he wants is to lead a quiet life and build his dams. But the peace is soon shattered when the local townsfolk find their taps running dry. Bob's dams are plainly to blame so as soon as he completes one, the locals blow it up! And that isn't the end of Bob's troubles either, for there are sharks, crocodiles and all manner of underwater hazards for him to negotiate. Help Bob in his never ending struggle to build his dams and avoid the predators that lurk in the deep.

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GRIDRUNNER ON THE CHEAP

Dear Sir,
Here is a small word of warning for Atari owners on the lookout for cheap software.

I purchased *Gridrunner* for the Atari on the 18th June. The game was disgraceful. After hearing so many good reviews for this game on the Vic-20, CBM 64 and Dragon machine, I thought the game would be rather special. How wrong I was!

The graphics were crude, your base being a small square block with a small bar sticking out of the top, the centipede was not much better and loading and scoring instructions were non-existent. The game is totally unplayable due to the X,Y zappers destroying you every time you take a shot at the gridrunner. As for the slogan "don't pay Atari prices for Atari quality" — this is a load of rubbish. I would rather pay the extra for a decent game.

I have sent the complete package back to Llamasoft asking for a refund.

Please publish this letter for the sake of all Atari owners in their quest to find cheap software.

Mark Hodson
Willenhall
W Midlands

C&VG DOES DOWN WELL DOWN UNDER!

Dear Sir,
I started buying your magazine this year (1984). Actually my first copy of your magazine was the one which contained the Book of Games. I was surprised to find the Book of Games and the magazine at a low price compared to other magazines. I thought the Book of Games was a good idea and it should be continued. The paper quality of the magazine is extremely good and the colourful pictures were nice.

I would like to see the competitions last longer because Australia and many other parts of the world receive their magazines later (here it is one month later). By then the competitions have usually ended and we don't have a chance.

I would like to see less of the advertisements, too, and more of the game reviews etc. Sometimes the listings of the Commodore 64 aren't too clear. I also think the helpful tips are useful.

I am determined not to miss any of the copies of the magazine because I think it is great. Keep up the good work!

M W Leong
Willetton
W Australia

ATIC ATAC MAP TURNS UP TRUMPS!

Dear Sir,
I have got a BBC model B and one of the things I would like to know is how to get user defined graphics with each pixel in a chosen colour. I can do normal graphics but coloured graphics look better. Can you help me?

Also, Adrian Palmer, a Spectrum owner, and myself managed to get through *Atic Atac* by using your plan. After four goes we managed to get to the other side of the door. As you said "a surprise awaits you". Well, you were right. We thought something brilliant was going to happen. Instead it said "congratulations you have escaped" and the game ends.

In your review of *Atic Atac,* under the screen of a room which is under the opening screen, it read "A wizard gets into a bit of a bother." When I looked, I noticed it was a Knight.

Anyway keep up the good work and I look forward to next month's *C&VG.*

Dean Constable
Elm
Wisbech

COME ON C&VG — PLAY THE GAME!

Dear Sir,
In April I sent a game called *Jumping Jack.* In May I received a postcard saying that you had received the game. Since then I have made about six more games — a lot better!

I have decided to send one of my other games to you but not until I get a reply for *Jumping Jack.* So please can you tell me if you are going to accept my game or not?

I hope that you keep up the good standard of the magazine.

Richard Yeomans
Huntingdon
York

Editor's reply: Thanks for your letter, Richard. It gives me a chance to explain just what happens to all the games programs our readers send us.

First we send out a postcard saying it arrived safely. Then we send it off to one of our team of games evaluators who return it a few weeks later with their comments — whether it's good enough to publish etc.

If we like it, your game goes into our "to-be-published" file. And I'm afraid because of the vast numbers of tapes we receive each week it can take some time before your game reaches the pages of the magazine. But rest assured — we make sure that they are looked after while they are here!

SHARP OWNERS BEING SOLD SHORT

Dear Sir,
I own a Sharp MZ-721 (known as the Queen) and everytime I read your magazine you answer all questions from Sharp owners with "We will consider publishing games etc for the Sharp machine when this machine becomes popular with our readers".

All I'd like to say is how can it become popular when you don't do any features or games on it? We Sharp owners are getting a bit fed up with your replies which are just the same as any other magazine's replies. What other way is there to tell you magazine people "WE WANT SHARP GAMES REVIEWED" without writing in every time?

Sharp has fantastic graphics — 256 on keyboard and a further 256 hidden graphics — which have to be done by Poke statements.

Mrs Wendy Nelson
Royston
Barnsley

WHAT'S THE SCORE ON SABRE WULF?

Dear Sir,
I am writing to you to ask if I am the first person to score 100% (yes it can be done) on *Sabre Wulf.* You have to score over 1,000,000 points and must go through the whole of the maze twice. If I am, could you please . . . please . . . send me one of your fabulous *C&VG* "The Champ" t-shirts (M). I scored 1,001,935 points — beat that!

Oh, by the way, thanks for a great magazine. Keep it up.

David Lane
West Bridgford
Nottingham

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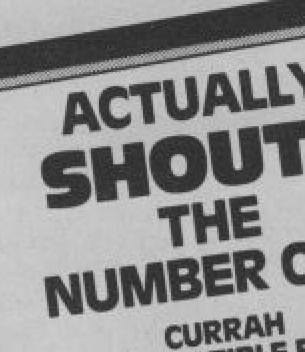
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In their press release, Acornsoft warned of their intentions — we are releasing a new cult game, they said. No shrinking violets at Acornsoft, it seems. Need I tell you that the game they were pushing was *Elite?* For the benefit of those few Earthlings who haven't yet heard of it, that's the name of the game not a description (although it would be an apt enough description too!) Acornsoft have already been proved right — *Elite* is a chart-topper that's destined to set a whole new fashion in spaced-out games. To play it is to be entranced, enthralled and ensnared. The only quibble I have is with the name *Elite,* which seems rather pretentious. Whatever happened to egalitariansim? Perhaps they're thinking of calling the sequel Snob.

Like all the very best games, it's almost impossible to put it into a single category. It has elements of the arcade, elements of adventure and elements of strategy, all cunningly interwoven. The graphics alone are stunning. Starships of all shapes and sizes loom towards you out of the void with perfect precision. Although they appear on screen as wire-frame drawings, albeit with hidden-line removal, their skeletal nature is quickly forgotten as they twist and turn, roll and swerve in smooth and flawless perspective. I think I spent a good twenty minutes just watching the title screen!

But, beyond all the seductive imagery lie deeper things. Although you have your very own spaceship to command, you're a rather small fish in a dauntingly large pond. Tactical action takes place in whatever solar system you happen to be in at the time. To boggle the old imagination even more, the galaxy consists of no less than two thousand solar systems. Needless to say, these are infested with pirates, nasty aliens and worst of all, for any self respecting smuggler, the police! Even the CRS would be put to shame by this particular manifestation of law and order.

Of course, you wouldn't want to be a smuggler, would you? At least, not until you realise how profitable it can be. *Elite* is all about profit and loss — elites often are. There are two basic routes to wealth — you can trade or you can zap. At each port of call, there is a commodities market where you can buy or sell. Since the prices differ from star to star for particular lines of goods, a canny captain can make a tidy profit. On the other hand, the more trigger-happy souls can gain credits by doing their good deed for the galaxy. An alien a day keeps the bank manager at bay.

Strategy, on a grand scale, is not an option but strategy on a personal level is quite important if you are going to do more than sit back and enjoy the lovely pictures. The way you behave as a starship captain strongly influences the way the other occupants of the galaxy regard you. Choose to indulge in smuggling narcotics and you will quickly find the galactic police on your trail. Conversely, law-abiding citizens can be plagued by pirates. Every moment of the game you are forced to make intelligent decisions if you are to survive and prosper. Although it's certainly not a game for those who have difficulty finding the RETURN key, it's equally not a game for those who rely entirely on their reflex reactions to pull them out of sticky situations. *Elite* is a very meaty game indeed.

THE LONGEST DAY

To those of you weaned on board wargames, the name Games Workshop will be as familiar to you as Farley's Rusks. Now Games Workshop have entered the computer software fray with four brand new games. *D-Day* is the one I got my hands on recently and I must admit I was suitably impressed by both the quality and the quantity.

D-Day concentrates on platoon-level warfare, with units being individual tanks, guns, trucks, landing craft and infantry groups. Four detailed scenarios are provided on the B side of the tape which represent "The Landing", "Breaking Out", "To Arnhem" and the "Arnhem Invasion". The presentation in this package of games is superb. The map is colourful AND clear, the order system, which depends on cursor control of your units, is easy to use and the textual information is both concise and informative.

One drawback for some is bound to be the two players only format of the game — I know there are quite a number of strategy fanatics who can't find opponents to take the punishment they would dearly love to dish out and who have to resort to making mincemeat of their computer instead. For those who can find opponents and who have enough time to spare, *D-Day* is a must. Be forewarned, this is not a quick game to play. In the tradition of board wargames, half-an-hour per turn (for each player) is not unusual and *D-Day* is no exception.

Just two things struck me as strange about *D-Day.* First, it is mostly in Basic and second, there is no anti-copying security at all. The Games Workshop manual even TELLS you how to save the entire game — not just the current data but the whole thing! I do hope no one takes unfair advantage of this but I do have my doubts!

WHIRLWIND

Operation Whirlwind is an American program for the CBM 64 and has some similarities to Games Workshop's *D-Day.* Only one scenario is provided but once again we are manoeuvring individual tanks, guns and so forth and infantry platoons across a detailed tactical map. *Whirlwind,* however, has made a real virtue of having the computer as your opponent. As you grab your units with the cursor and start moving them across the terrain, hidden enemy units will suddenly reveal themselves by firing at your advancing forces. You don't have to stop but the closer you get to the enemy positions, the more intense the bombardment becomes. Sometimes your foolhardy unit simply loses strength but is able to continue, sometimes the enemy firepower forces it to halt. If you are willing to sacrifice some units, you can advance rapidly, running the gauntlet of enemy fire, but if you want to play safe you have to be content with inching your way forward.

Another nice touch is the assault phase, during which your units can engage in hand-to-hand (or barrel-to-barrel) combat with the enemy and your engineers can rebuild broken bridges. So what, I hear you say. Well, suddenly you see all the enemy units that have revealed themselves scurrying across the map in reaction to your assaults, to the sound of marching boots. *Operation Whirlwind* offers all the strategic complexity that you would wish for and none of the tedium that sometimes follows in its wake. A good strategy game and great fun.



SELDON'S GAME

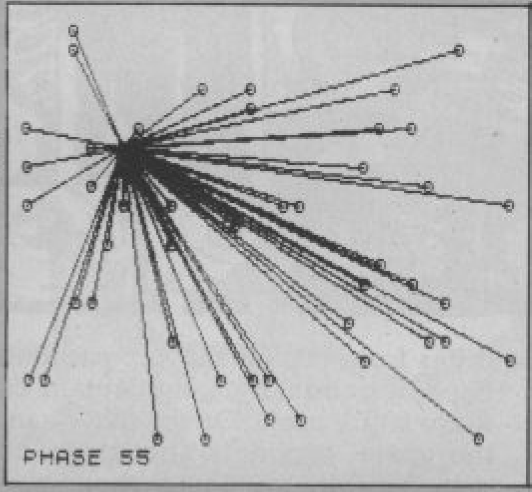
Asimov fans will no doubt have already guessed that *Seldon's Game* takes its theme from that author's Foundation trilogy, a series of books that plots the downfall of the Galactic Empire and the subsequent dark age of interstellar anarchy. The figure of Hari Seldon was crucial to the trilogy — the inventor of psychohistory, a sort of super-duper sociology which enabled him to mathematically predict the future course of galactic history and thus make plans to subtly influence it in the hope of shortening the ensuing dark age.

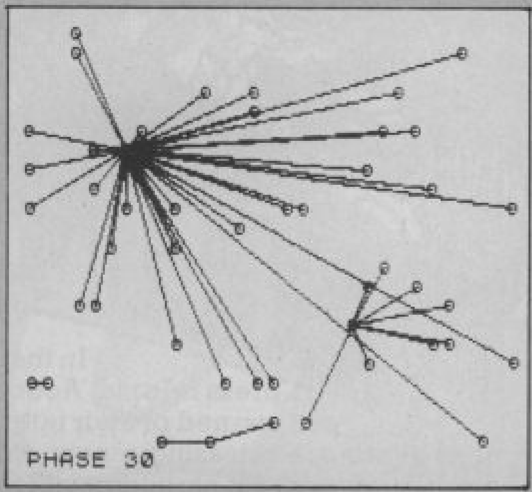
Seldon's Game is therefore rather an unusual one. You are not playing against an opponent — instead you find yourself matched against the forces of history.

The listing I've provided for the Spectrum is just the core of *Seldon's Game*. It enables a phase-by-phase reconstruction of the changes of power and influence in the galaxy. Each star system has five variables associated with it — power, strength, growth, centralization and ruler.

The object of the game is to make one star the ruler of all the other stars in the galaxy. Which star rules which is determined by the calculation of the influence one star has over another. The formula is a little complex, but understanding it is vital if you are going to change history! The influence of star A over star B equals the power of star A divided by the distance factor. The distance factor is the square of the distance between the two stars plus the Galactic Interaction Constant, q. All this really means is that a star's influence diminishes rapidly as distance increases. The galactic interaction constant is there to provide a smoothing effect — a small interaction constant will mean that distance has a dramatic effect and changes in ruler will be more localized. A large interaction constant means that distance is not as crucial and more wide-sweeping changes of power are possible.

The game, as it stands, has one vital element missing — star type. A star's type determines how its growth rate and centralization factor change phase by phase and it is by changing a star's type that you will be able to influence the near-inevitable course of galactic history. In subsequent *5th Columns*, star types that you can add to your *Seldon's Game* will be listed.



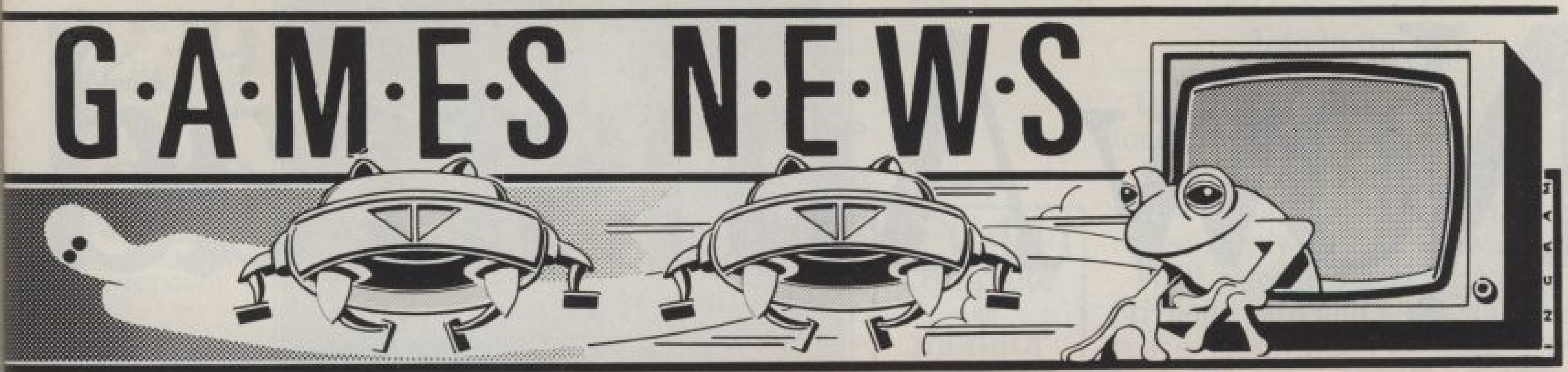


To start with, I recommend a galaxy of 25 stars with an interaction constant of 10. One word of warning before you experiment — doubling the number of stars will cause the processing time to quadruple!

Suggestions as to how *Seldon's Game* should develop will be very welcome. The game is designed to grow and I hope that a lot of that growth will be stimulated by *5th Column* readers. Enjoy your psycho-history!

```
   1 REM ##############
   2 REM
   3 REM Seldon's Game
   4 REM
   5 REM ##############
  10 GO TO 1000
  50 REM ----------------------
  51 REM Generate random number
  52 REM within limits ll and hl
  53 REM ----------------------
  54 LET ra=RND
  55 LET ra=ll+(hl-ll)*ra
  56 RETURN
  60 REM ------------
  61 REM Clear screen
  62 REM ------------
  63 CLS
  64 RETURN
 100 REM ----------------
 101 REM Distance squared
 102 REM ----------------
 110 LET xd=x(s1)-x(s2)
 120 LET yd=y(s1)-y(s2)
 130 LET d2=xd*xd+yd*yd
 140 RETURN
 200 REM ##################
 201 REM
 202 REM PROCESS NEXT PHASE
 203 REM
 204 REM ##################
 205 REM ------------------
 206 REM Calculate strength
 207 REM ------------------
 210 FOR n=1 TO ns
 220 LET s(n)=s(n)+g(n)
 230 NEXT n
 300 REM ---------------
 301 REM Calculate power
 302 REM ---------------
 310 FOR n=1 TO ns
 320 LET p(n)=0
 330 NEXT n
 340 FOR n=1 TO ns
 350 LET p(n)=p(n)+s(n)*(1-c(r(n
)))
 360 LET p(r(n))=p(r(n))+s(n)*c(
r(n))
 370 NEXT n
 401 REM Appoint new ruler
 402 REM -----------------
 410 FOR n=1 TO ns
 430 LET i=p(r(n))/d(n,r(n))
 440 FOR m=1 TO ns
 460 LET j=p(m)/d(n,m)
 470 IF j>i THEN LET i=j: LET r(
n)=m
 480 NEXT m
 490 NEXT n
 495 RETURN
1000 REM ###############
1001 REM
1002 REM Initialize Game
1003 REM
1004 REM ###############
1010 GO SUB 60
1011 PRINT "SELDON'S GAME"
1012 PRINT
1020 INPUT "How many stars   ? "
;ns
1030 INPUT "What interaction ? "
;q
1040 REM --------------
1041 REM Set x,y limits
1042 REM --------------
1050 LET lx=0: LET hx=32
1060 LET ly=0: LET hy=22
1070 REM -----------------
1071 REM Set growth limits
1072 REM -----------------
1075 LET lg=0.9: LET hg=1.5
1080 REM ---------------------
1081 REM Set centralize limits
1082 REM ---------------------
1085 LET lc=0: LET hc=.75
1090 REM -------------------
1091 REM Set strength limits
1092 REM -------------------
1095 LET ls=1: LET hs=100
1100 REM -----------
1101 REM Star Arrays
1102 REM -----------
1110 DIM c(ns): REM centralizati
on
1120 DIM g(ns): REM growth
1130 DIM p(ns): REM power
1140 DIM r(ns): REM ruler
1150 DIM s(ns): REM strength
1160 DIM x(ns): REM x-coord
1170 DIM y(ns): REM y-coord
1180 DIM d(ns,ns): REM distance
factor
1200 REM ------------
1201 REM Random set-up
1202 REM ------------
1210 FOR n=1 TO ns
1220 LET ll=lg: LET hl=hg: GO SU
B 50
1225 LET g(n)=ra
1230 LET ll=lc: LET hl=hc: GO SU
B 50
1235 LET c(n)=ra
1240 LET ll=ls: LET hl=hs: GO SU
B 50
1245 LET s(n)=ra
1250 LET r(n)=n
1260 LET ll=lx: LET hl=hx: GO SU
B 50
1265 LET x(n)=INT (ra)
1270 LET ll=ly: LET hl=hy: GO SU
B 50
1275 LET y(n)=INT (ra)
1280 NEXT n
1300 FOR n=1 TO ns
1310 FOR m=1 TO ns
1320 LET x=x(n)-x(m)
1330 LET y=y(n)-y(m)
1340 LET d(n,m)=x*x+y*y+q
1350 NEXT m
1360 NEXT n
1370 LET ph=1
1400 GO SUB 200
2000 REM ------------
2001 REM Draw Results
2002 REM ------------
2010 PAPER 0: INK 4: BORDER 0: C
LS
2020 FOR n=1 TO ns
2030 PRINT AT y(n),x(n);"o"
2035 NEXT n
2036 FOR n=1 TO ns
2040 LET m=r(n): IF m=n THEN GO
TO 2090
2050 PLOT 3+x(n)*8,171-y(n)*8
2060 DRAW 8*(x(m)-x(n)),8*(y(n)-
y(m))
2090 NEXT n
2100 PRINT #0;"PHASE ";ph
3000 REM ########
3001 REM
3002 REM Run game
3003 REM
3004 REM ########
3010 LET ph=ph+1
3020 GO SUB 200
3030 GO TO 2000
```

G·A·M·E·S N·E·W·S



ACORN ZORK

The *Zork* Trilogy and some of the other Infocom classics have recently been greeted by a new band of players. Lucky Acorn users who have the second processor can buy these games in CPM format from Xitan in Southampton. Whilst rumours abound as to standard disc versions, nothing has appeared as yet.

FLY SPECTRUM TO FLORIDA

COMPETITION

A guided tour of the Kennedy Space Centre and a visit to Disney World are just two of the things that could come your way if you enter the competition being sponsored by Spectrum Group PLC and Commodore Computers.

All you have to do is dig out the special brochure at your local Spectrum shop and fill out the competition entry form, to reach the sponsors no later than December 31st this year. Competition results will be announced at the end of this month.

To enter, you have to list, in order of importance, the following seven features on the new Commodore Plus 4 computer: a) Full size, full stroke keyboard; b) Four cursor control keys; c) 60k RAM accessible for Basic programs; d) 16 colours; e) 320×200 pixel high resolution graphics; f) Two-tone sound generator; g) Built in machine language monitor.

You then have a tiebreak which requires you to answer the following question in not more than 25 words — "Why do you want to visit Disneyland?" And don't tell them you want to see Tim Metcalfe sailing round and round in a large plastic cup. Spokesman David Crosweller says that if you aren't careful, you might find that Tim has actually won the competition, despite his age.

However, if you do win, you'll get £2,500 spending money and you'll be able to take three friends with you — who, no doubt, will want to spend your money for you.

You'll all stay in style at the Sheraton World Hotel and the Sheraton Sand Key Hotel and will also get to visit the beautiful Florida Keys.

Your teachers can't stop you going, since you are able to take your holiday during the first ten months of 1985.

Runners up get prizes of £100 gift vouchers to spend in any Spectrum Group appointed dealer store in the UK.

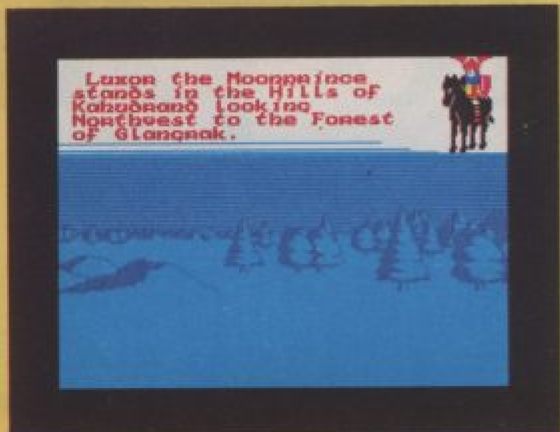
MIDNIGHT AND BEYOND

What happens after Midnight? *Doomdark's Revenge* that's what! At last, Mike Singleton and Beyond Software have released the follow-up to the now classic Spectrum Graphic Adventure *The Lords of Midnight.*

Doomdark's Revenge continues the saga of Morkin, son of Luxor the Moonprince who, in part two of the Midnight chronicles, has been spirited away from the liberated Land of Midnight by the evil Shareth the Heartstealer, daughter of Doomdark — and twice as nasty!



Doomdark introduces a new character to the Midnight set — Tarithel the Fey, a very close friend of the missing Morkin. Luxor and Rorthron the wise are still around and — as you explore the Icemark where this Adventure is set — you discover many other interesting characters who will help or hinder your quest to rescue Morkin and destroy Shareth the Heartstealer.



The game comes with a booklet which sets the scene for the game in a story written by programmer Mike Singleton. As with *Midnight* you get a keyboard overlay which sets out the commands you can use to move the characters around.

Some new commands have been included this time — like *Check Place* which gives information about the character's current location and *Check Person,* which gives details of each character's physical and mental condition. *Check Battle* and *Check Army* are the two other self explanatory commands. *Check Person* is a useful command as people change as you play!

There are underground passages, objects to be found and baddies to be battled with. Unlike *Midnight,* there is only one way of winning, so *Revenge* mixes Adventure and strategy in equal portions.

Mike has managed to enhance the graphics — so the land of Icemark comes clearly to life as you play — as you can see from the screen dumps on this page.

Watch out for next month's special book of Adventure, free with *Computer & Video Games,* in which our Adventurer-in-Chief, Keith Campbell, will be bringing you a full review of this exciting new game.

And don't forget you can win a copy of the Commodore version of the *Lords of Midnight* if you enter our great Doomdark's Revenge fighting fantasy competition which concludes this issue. Don't miss out!

THE QUILL, NOTHING BUT THE QUILL!

After a little detective work, I have discovered the truth about the BBC Quill! For some time now, Beeb owners have been awaiting the release of the conversion of this masterful program for their machine. It will not exist. Fear not would-be writers! All is not lost. Two companies, Gilsoft and Code Writer Limited, have come to an agreement. The latter firm will write the program and market it under their name. *Adventure Writer* should be available in the new year and will cost £24.95 for a BBC disc.

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And with the free software pack, we think that's pretty good for starters.

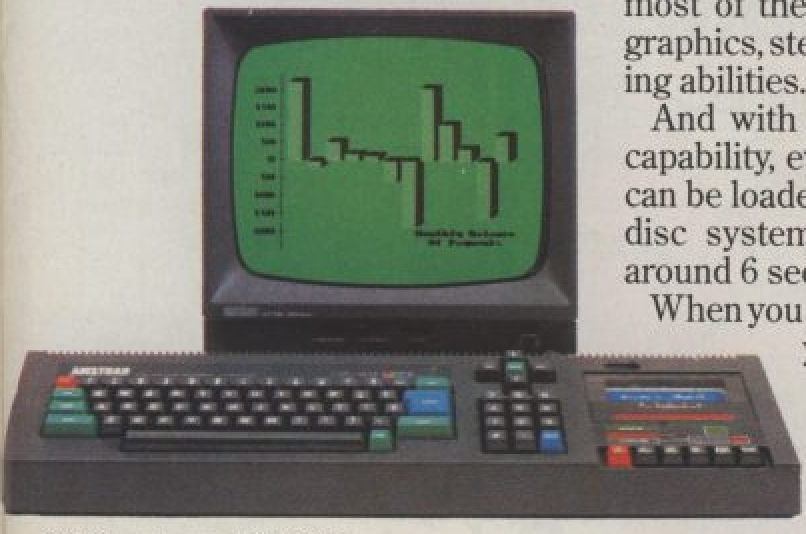


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CPC 464 green screen VDU (GT64)

Here are the others.

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It has a typewriter-style keyboard and numeric keypad. 64K of RAM, 32K of ROM and a very fast extended BASIC with real time features.

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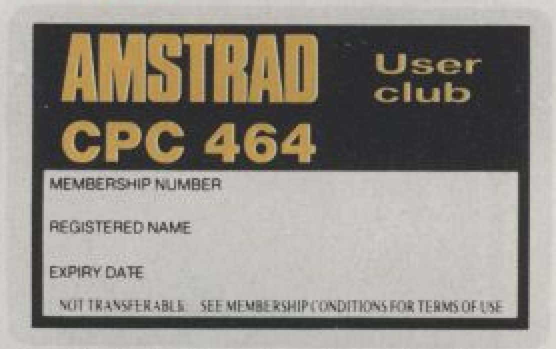
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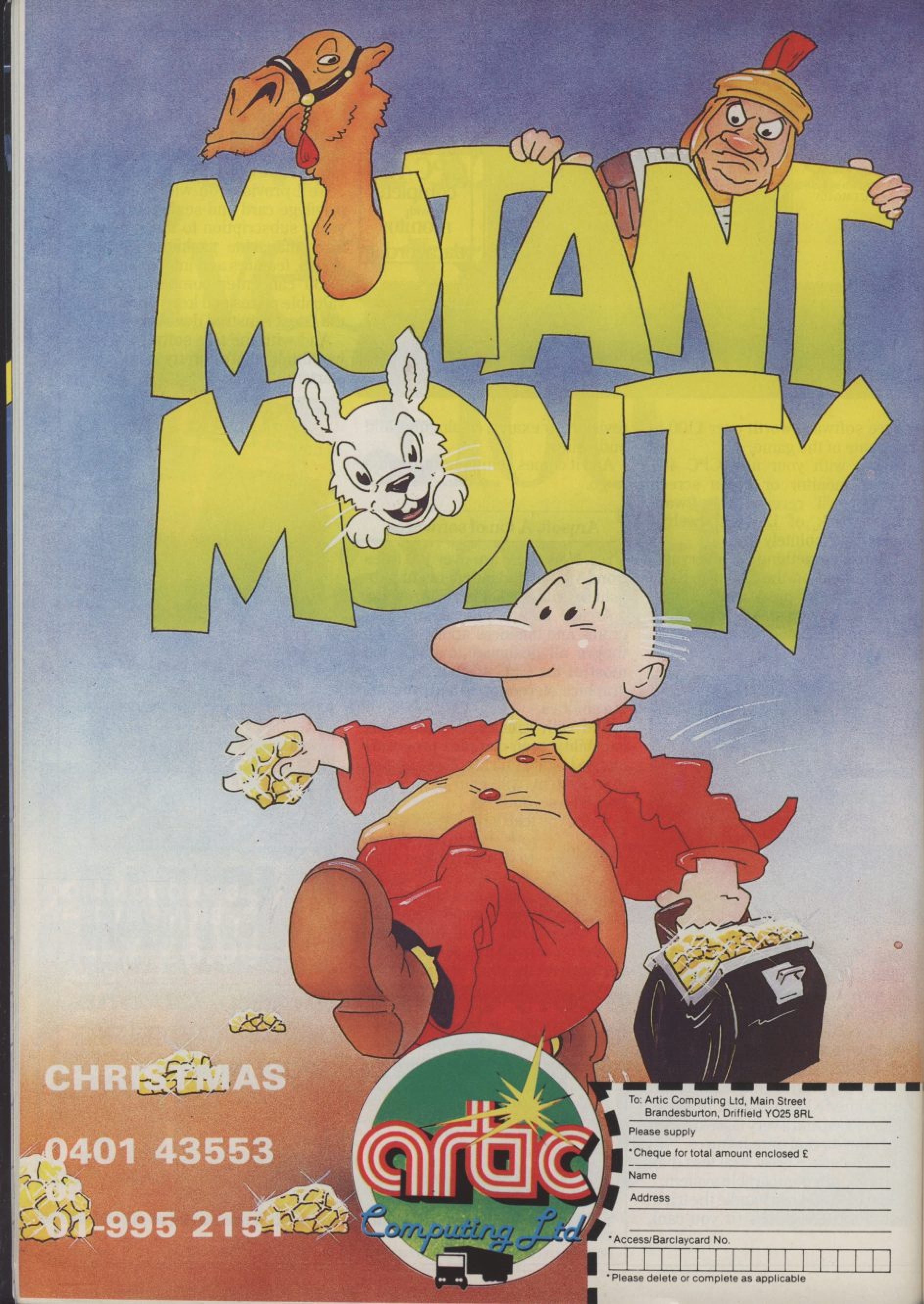
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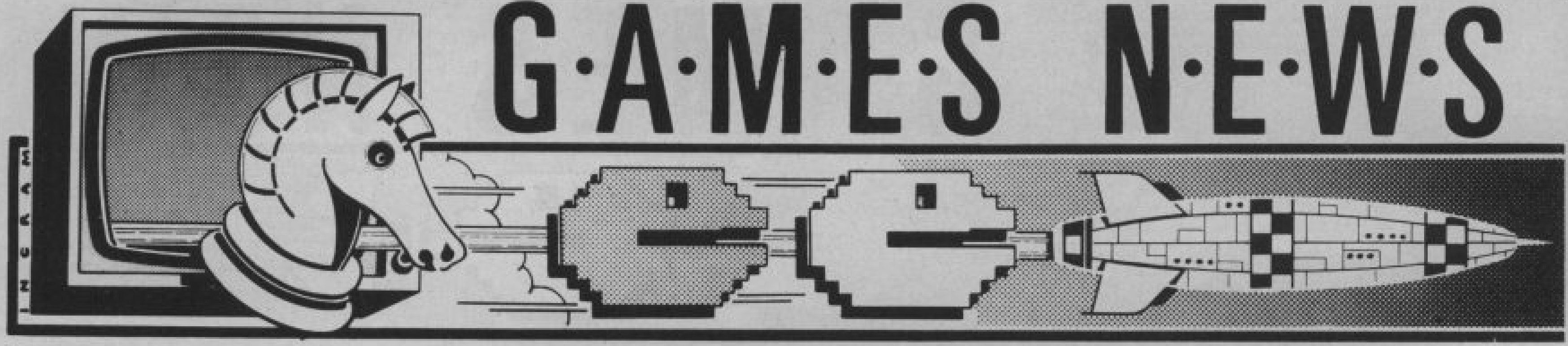
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THREE FOR ADVENTURE

THREE new adventures are just about ready for release from Acornsoft of Cambridge. *The Seventh Star, Quondam and Acheton* are the latest in the ever-growing Acorn range. *Acheton,* the most expensive, just short of £20.00, breaks new ground, as it is disc-only with over 400 locations contained on two floppies.

A LEGENDARY PACKAGE

The now infamous *Great Space Race* (TGSR), unleashed on the Christmas market for Spectrum and CBM 64 users, will be distributed solely by Micro Dealer UK in a deal made with software house Legend.

The £14.95 game is Legend's follow-up to their highly successful *Valhalla* which runs on the same micros. *Valhalla* was distributed by Legend themselves, so, in effect, Micro Dealer is their first distributor.

TGSR will be a complete entertainment package, consisting of a landscaped PVC box with security sticker, a colour poster, cassette and 40-page book inside.

Peter Moxham, marketing manager, described TGSR as being in two sections — the pre-race section and the race itself.

A great deal of hype and pomp surrounded the game's launch and trumpets could be heard for miles around.

MSX, however, doesn't look as if it's going to strike lucky with Legend, with Peel launching a blistering attack on the new industry standard.

Asked if any games were planned for MSX, he said: "I hope not." When asked why not, he replied crisply: "Because I hope it fails, totally."

"The more machines that are on the market," he said, "the more work it is for us, catering for them. MSX sales at present do not warrant support from a firm like Legend and there would have to be ¼ million units installed before we'd touch it. It's not our job to invest in the success of a particular machine."

So be warned!

MORE CREATIVE SPARKS

C&VG was granted a sneak preview of two games for the New Year from Creative Sparks, the *Dangermouse* people.

There's a Spectrum game based on Rollerball, that futuristic ball game featured in the sci-fi film of the same name. Apparently the programmer went along to his local ice-rink and made a video of skaters in action — then he went home and digitised the movement to get an accurate representation of the skating movement. And believe us it looks great. The game looks good too.

Ice Palace for the 64 is a graphic adventure game set in an ice kingdom. It's a combination of real-time action and adventure — with joystick controlled commands featured on several option screens.

Mad Professor, again for the 64, is based on the Frankenstein legend. You play the Mad Prof who is searching for spare parts to make up a monster. He has to make a nice monster however — otherwise the villagers will turn against him, so those spare parts have to come from the right places!

The game features three-dimensional graphics and loads of locations. To my mind this is the pick of the bunch from Creative Sparks for the New Year. Watch out for it!

DESIGNER OF THE MONTH

NAME: Mike Singleton

BORN: Wirral, Cheshire, 1951

GAMES: Lords of Midnight, Doomdark's Revenge, 3-Deep Space, Shadowfax.



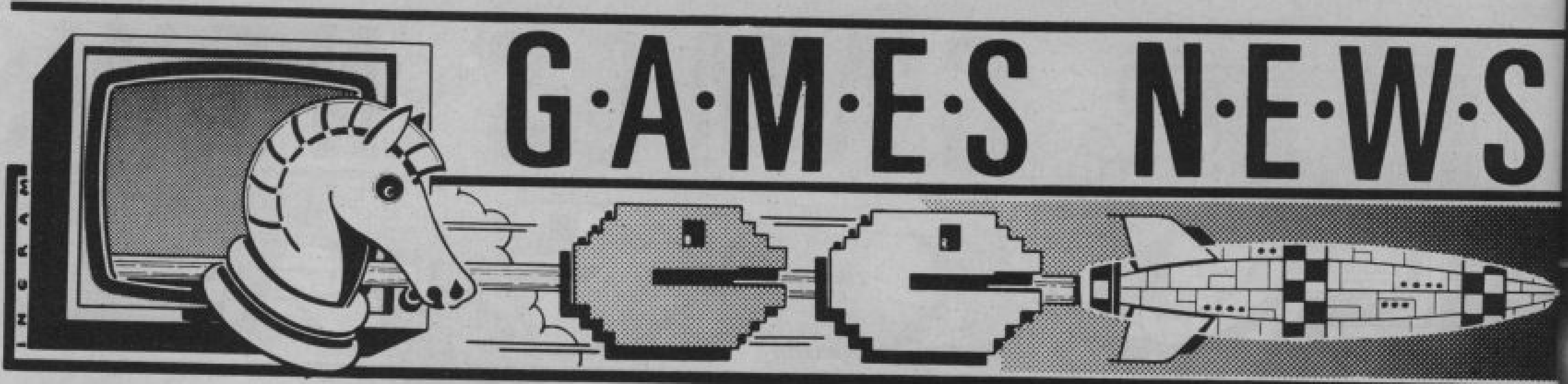
Readers of *Computer & Video Games* will know Mike Singleton as the man who created our gone but not forgotten play-by-mail game The Seventh Empire. Since then Mike has gone on to create THE graphic adventure game for the Spectrum — the much praised *Lords of Midnight.* The sequel to *Midnight,* called *Doomdark's Revenge,* is racing up the *C&VG* charts even as we write. And Mike is already working on part three of the *Midnight* saga, called *Eye of the Moon.*

When he isn't programming, or writing for computer magazines, or running play-by-mail games, Mike actually enjoys sitting down to play a game! "I enjoy playing games," he says, "Go is my current favourite. I think it's a real classic game that will stand the test of time."

Mike is also a fan of war and strategy games — and writes a regular column for us called *Fifth Column.* Read it this month!

Favourite Food: Steak and chips.
Favourite Drink: Lager.
Favourite TV Programme: Dr Who
Favorite Computer Game: *Lords of Midnight, Defender*
Pets: Two cats — Kim and Kerry.
Countries Visited: France, Switzerland, Spain, Morocco, Holland.
Favourite Pop Groups: Pink Floyd, Deep Purple, Led Zeppelin.
Ambitions: To write a classic game — the computer equivalent of chess — a game that people will still be playing long after I am dead and gone!
The one thing about computing that makes me want to throw up: Waiting for Sinclair equipment to arrive!

G·A·M·E·S N·E·W·S



FRANKIE SAYS PLAY GAMES!



Anyone familiar with *Frankie Goes to Hollywood* should be familiar with the proliferation of tee shirts — Frankie goes to War, Frankie says Relax, Frankie goes to Bournemouth — you name it, they've printed it.

But we've never had Frankie going swimming. Or entering the sea, even for a paddle. You've guessed it — Frankie and Ocean have got together.

In a joint publishing deal which will produce the first Frankie computer game, Island (the band's record company) and software house Ocean have joined forces to produce a £9.95 game which will run on the Spectrum and the CBM 64.

While Frankie gets into software, lurking behind this plot is the Zang Tumb Tuum (ZTT) organisation, Island's creative producers, who haven't yet christened their new offering. ZTT, Island and Ocean will all have joint copyright on the program and the band itself will receive royalties from sales (as if they haven't got enough money!).

James Bradley of Island says he feels a record company's marketing strategy doesn't stop at albums and singles which is good news for music fans out there.

Out this Spring, the game may be converted for other machines too, so we'll keep you informed. In the meantime, why not tell us what you think of the band's actual music? Is it **that** good?

Some think they're utterly shocking, while others find the band totally boring, so feedback would be appreciated. Write and let us know what you think.

PIRATES AND PARLIAMENT

Anyone out there who enjoys pirating software should take note of the following — under a proposed change in the law scheduled for next month, you could find yourself in jail or fined a great deal of money.

William Powell, barrister and Conservative MP for Corby, has introduced a Private Member's Bill on Computer Software Copyright. This is the result of a campaign started by the Federation Against Software Theft (FAST), formed in July last year to strengthen the copyright law for computer software.

Donald MacLean, FAST Chairman said: "A Private Member's Bill strengthening the law on software copyright is a solid step forward in our campaign to fight software theft, which already costs the industry £150 million each year and poses a direct threat to jobs, investment and innovation.

He continued: "We have received enormous support from MPs of all parties and our meetings with Government Ministers make us confident that William Powell's Bill will receive backing from Government departments.

As a result of this Bill, the whole computer industry can now feel confident that a solution to the problem of software theft is considerably closer."

Charles Hendry, spokesman for FAST, confirmed the formalities. The first reading was scheduled for early December, the second in late February and the third reading in March.

Describing the Bill as a "very straightforward piece of legislation", he said: "The Bill sets out to establish beyond doubt that computer software is covered by the 1956 Copyright Act. Secondly, by having it covered under this, it would be a criminal rather than a civil offence."

So, if the Bill is passed — and it looks as though it will be — pirating software will be a criminal offence instead. The first consequence of this is that the person bringing the action wouldn't pay any legal costs. This means that companies or individuals could take a case to court, whereas they couldn't afford to before.

"The Bill will be a deterrent and more effective penalties will come in," said Hendry.

Currently, the maximum penalty is £50 up to a maximum of £400 for a combination of offences. Under the proposed new law, anyone selling, exhibiting or possessing pirated software would face a fine up to £2,000 for each offence, or prison for up to two months. For making, distributing, or importing such material, there would be an unlimited fine or up to two years imprisonment, or both.

Readers, please take note. The Bill looks certain to be passed at the end of March. If you have any queries on the Bill, and how it could affect you or your friends, please contact FAST in London on 01-430 2408.

I·N·B·R·I·E·F

- BBC and Electron owners are being provided with two "four packs" from A&F software, at £14.95 each.

  Each pack contains *Cylon Attack* and that old favourite, *Chuckie Egg*. The BBC pack will also have *Haunted Abbey* and *180 Darts*, while the Electron offering has *Kamikaze* and *Pharaoh's Tomb* thrown in.

- Century Communications is also catering for the BBC with *The Horse Lord*, an arcade game for £7.95 (if you want the book/software package, the price goes up to £12.95). *Starfinder*, £12.95 astronomy program also runs on the Electron. *Skyline Attack*, an arcade game for the CBM 64, and *Legend*, a £14.95 Spectrum adventure, are also out.

- Master Adventurer, the new games label from Mastertronic, will give you games priced between £1.99 and £3.99.

  Se Kaa of Assiah and *Black Crystal* run on the CBM64 and Spectrum, cost £2.99 and £3.99, while *Volcanic Dungeon* and *Finders Keepers* run on the Spectrum only and are £2.99 and £1.99. *1985* is £1.99 and runs on the Commodore 64.

- The Commodore 64 has been voted Home Computer of the Year for the second year running by a panel of seven international computer magazines, the UK nomination coming from *Practical Computing*. Why didn't they ask us?

- New out under the CBS Software label are eight new games for the CBM 64 — *Silicon Warrior, Dragonriders of Pern, Impossible Mission, Pitstop, Breakdance, Jumpman, Lunar Outpost* and *Temple of Apshai*.

  All except the last one sell for £8.45, cassette version, or £11.95 for the disc. *Temple of Apshai* is the odd one out at £14.95 and £17.95 respectively, and Ray Bedi, Commercial Manager, says he expects them to be available on the Spectrum and BBC in due course, while Amstrad and MSX machines may be catered for by the Spring.

- The Commodore 64 looks like being crushed to death by a great avalanche of new software released for it recently. We can't list *all* the new goodies for you, but here are some of them . . .

  Psi Warrior and *Psytron* (the latter was originally made for the Spectrum) are out for £9.95 and £7.95 from Beyond Software in London. *Psytron* is an arcade strategy game, while *Psi Warrior* consists of animation.

  English Software in Manchester have *Henry's House* and *Witchswitch* out, each for £8.95, plus *Soldier of Fortune* at £7.95 while Anirog, in Horley, have released *Battle Through Time, Catacombs* and *PC Fuzz* at £7.95 for the cassette and £9.95 for the disc.

  The Amstrad hasn't been neglected by English Software, either. *Catacombs* should be converted for Amstrad owners any time now, and *Flight Path 737* is already out for £6.95.



GOODBYTE

SPECTRUM

GAME	RRP	OUR PRICE
DOOMDARKS REVENGE	9.95	6.95
RUNES OF ZENDOS	7.95	5.95
DALEY THOMPSON DECATHLON	6.90	4.90
LORDS OF MIDNIGHT	9.95	6.95
GREAT SPACE RACE	14.95	10.95
BACKPACKERS GUIDE	7.50	5.25
GHOSTBUSTERS	9.95	7.75
KUNG FU	6.95	5.25
LODE RUNNER	9.95	7.50
SABRE WULF	9.95	6.95
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TIR NA NOG	9.95	6.95
PSYTRON	7.95	5.95
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QUASIMODOS REVENGE	6.90	4.90
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KOKOTONI WILF	5.95	4.75
COMBAT LYNX	7.95	5.25
ENDURO	7.95	5.50
TWIN KINGDOM VALLEY	9.50	4.95
AVALON	7.95	5.50
FULL THROTTLE	6.95	5.75
MONTY MOLE	6.95	5.50
NIGHT GUNNER	6.95	4.99
T.L.L.	5.95	4.60
FRANK N STEIN	5.95	4.50
SHERLOCK HOLMES	14.95	10.50
WHITE LIGHTNING	14.95	10.50
BEACHEAD	7.95	5.95
ZAXXON	7.95	5.95
CYCLONE	5.95	4.75
POTTY PIGEON	6.95	5.95
VALKYRIE 17	9.95	7.50
STAR STRIKE	5.50	4.75
RAM TURBO INTERFACE	22.95	18.00
ROTRONICS WAFA DRIVE	129.95	129.95
FIGHTER PILOT	7.95	5.99
HOBBIT	14.95	9.95
HERO	7.95	5.50
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TECHNICIAN TED	6.95	5.25
SELECT 1	12.49	8.49
ALIEN 8	9.95	7.25
PROJECT FUTURE	6.95	5.25
TRIPODS	11.50	8.50
BRUCE LEE	7.95	5.95

COMMODORE 64

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SUICIDE EXPRESS	7.95	6.50
GHOSTBUSTERS	10.95	8.50
ALL OTHER ACTIVISION	9.95	7.50
STRIP POKER	9.95	7.25
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SPY Vs SPY	9.95	6.95
MY CHESS II	11.95	7.25
TALES OF ARABIAN NIGHTS	7.00	3.75
BEACHEAD	9.95	7.50
SOLO FLIGHT	14.95	11.00
BRUCE LEE	9.95	7.25
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SPITFIRE ACE	9.95	7.25
TAPPER	9.95	7.25
BLUE MAX	9.95	7.25
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BATTLE FOR MIDWAY	9.95	4.95
HAVOC	9.95	7.95
QUASIMODOS REVENGE	7.90	5.90
KONG STRIKES BACK	7.90	5.90
T.L.L.	7.90	5.90
ZAXXON	9.95	7.50
SUMMER GAMES	14.95	10.50
SHERLOCK	14.95	10.50
STORM WARRIOR	8.95	4.95
STAFF OF KARNATH	9.95	7.50
F-15 STRIKE EAGLE	14.95	11.00
BOULDER DASH	8.95	7.25
DEATH STAR INTERCEPTOR	9.95	8.00
KOKOTONI WILF	6.90	5.25
SELECT 1	12.49	8.49
SHOOT THE RAPIDS	7.95	5.95
CLIFF HANGER	7.95	5.95
ANCIPITAL	7.50	5.50
CHART BUSTERS	9.95	7.50
COMBAT LYNX	8.95	7.25
ZIM ZALA BIM	9.95	6.95
DESIGNERS PENCIL	15.95	12.00
LAZY JONES	7.95	5.95
PYJAMARAMA	7.95	5.95
WHITE LIGHTNING	19.95	14.95
FIGHTER PILOT	9.95	7.50
DECATHLON (ACTIVISION)	9.95	7.50
INTERNATIONAL SOCCER	11.95	8.95
MOTOCROSS	7.45	5.95
SUICIDE EXPRESS	7.95	5.95
SPY HUNTER	9.95	7.50
BATTLE FOR NORMANDY	14.95	11.25
COMBAT LEADER	14.95	11.25
TIGERS IN THE SNOW	14.95	11.25
TRIPODS	11.50	8.65

AMSTRAD

GAME	RRP	OUR PRICE
ADVENTURE QUEST	9.95	7.50
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DUNGEON ADVENTURE	9.95	7.50
LORDS OF TIME	9.95	7.50
RETURN TO EDEN	9.95	7.50
ALL AMSOFT	8.95	6.75
FOREST AT WORLDS END	6.00	4.50
HOUSE OF USHER	6.95	5.25
MANIC MINER	8.95	6.75
STEVE DAVIS' SNOOKER	7.95	5.95
PYJAMARAMA + MASTER CHESS TWINPACK	12.95	9.75
TEST MATCH	7.95	5.95
FOOTBALL MANAGER	7.95	5.95

BBC

GAME	RRP	OUR PRICE
ELITE	15.95	10.50
SABRE WULF	9.95	7.50
MANIC MINER	7.95	5.95
RETURN TO EDEN	9.95	7.50
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Computer and Video Games, Britain's most popular computer games monthly, bring you two exciting new books for the Spectrum and Commodore 64.

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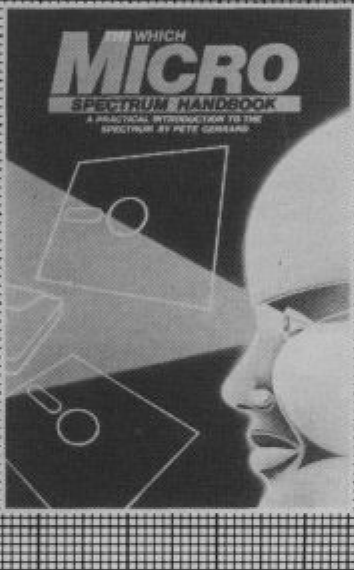
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WHICH MICRO

COMMODORE 64 HANDBOOK

SPECTRUM HANDBOOK





Britain's two most popular personal computers, the Commodore 64 and Spectrum are covered from basic to semi-expert in **Which Micro Magazine's Handbooks.**

Author Pete Gerrard, a regular columnist for Which Micro, has put together an accurate and practical guide to both computers, at £4.99 per book.

Many programs are included and both 160-page books are spiral bound for easy use and are available in all good bookshops from November or direct through your letterbox by sending to EMAP Books, Bushfield House, Orton Centre, Peterborough PE2 0UW.



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—x—

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SPECTRUM 48k
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EXTRABITS!

ALL THE BETTER FOR 80 COLUMNS

There seem to be more QL monitors than QLs at the moment. Three different companies have launched their alternative to using a normal TV with your new Sinclair micro.

If you're using the Quill word processor a lot, then a monitor is essential to read the full 80 columns. And if you're not, you'll still find it a vast improvement.

Most existing monitors won't work properly with the QL as they lose the first and last few characters on a line in 80 column mode, as you must have noticed on a TV set. So special QL monitors squeeze the picture a little so that it fits in the screen. This means that using a QL monitor with, say, a BBC micro, you'll get an even more squeezed picture.

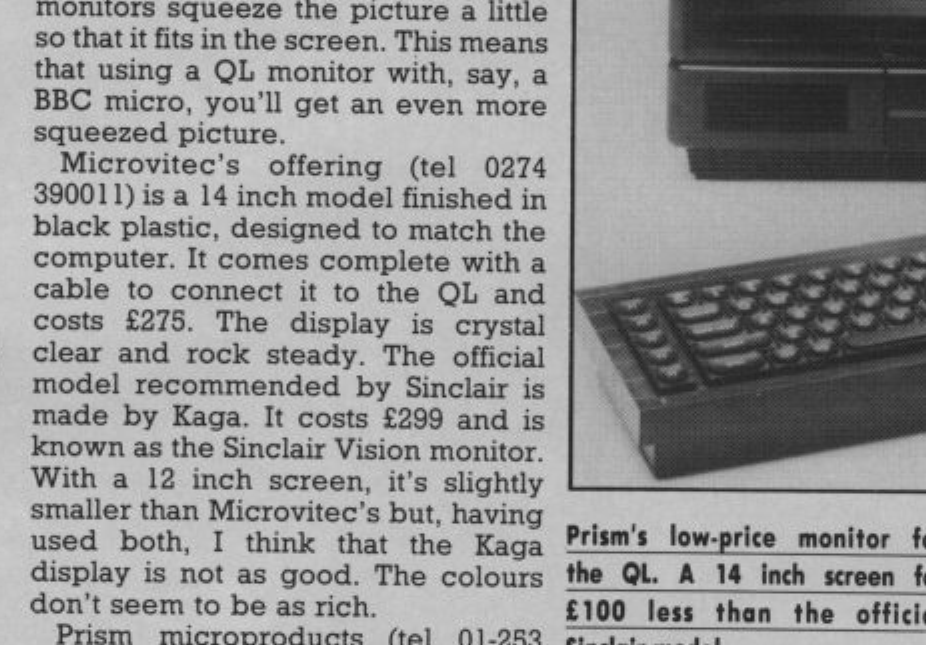
Microvitec's offering (tel 0274 390011) is a 14 inch model finished in black plastic, designed to match the computer. It comes complete with a cable to connect it to the QL and costs £275. The display is crystal clear and rock steady. The official model recommended by Sinclair is made by Kaga. It costs £299 and is known as the Sinclair Vision monitor. With a 12 inch screen, it's slightly smaller than Microvitec's but, having used both, I think that the Kaga display is not as good. The colours don't seem to be as rich.

Prism microproducts (tel 01-253 2277) has launched its own 14 inch QL monitor for just £199. Again, it's in black to match the computer and includes a carrying handle and detachable anti-glare screen.



Prism's low-price monitor for the QL. A 14 inch screen for £100 less than the official Sinclair model.

This is just one of the several QL monitors being launched at the moment.



The QL-style keyboard of the new Spectrum Plus. But it's still the same machine underneath.

You get a 6-pack of free software worth over £50, too.

SPECTRUM PLUS WHAT?

Sinclair quietly launched the Spectrum Plus a couple of months ago. For an extra £50 on top of the £129.95 price tag of a 48k Spectrum, you get a better keyboard but not much else. True, it looks very smart, but still isn't in the BBC or Commodore league.

The manual has been rewritten. It's now thinner, but there's lots more colour and examples.

Early versions of the Spectrum Plus were recalled by Sinclair from shops when it was discovered that the keys had the nasty habit of falling off. This has now been rectified, though.

In line with the "old" Spectrum, you get a 6-pack of free software with the machine, worth over £50. But unless it's software which you can find a use for, it won't have much value.

It's worth saying that, on the inside, a Spectrum Plus is the same as a 48k Spectrum so all software and peripherals will be compatible.

SHARP INTERFACE

An interface to link Epson printers to the Sharp 700/800 series computers is now available.

The circuit board plugs inside your printer, which will then think it's a normal Sharp printer.

More details from Mills Harris associates on 024262 341.

NEW IMPROVED KOALA

No, it's not a new wonder cure for sick pets but a repackaged version of Audiogenic's Commodore 64 graphics tablet.

Looking like a small blackboard, the pad connects to the back of the 64 and a special program is loaded into the computer to operate it. Then, as you write on the tablet with a fingernail or empty pen barrel, the corresponding image appears on the screen.

Other commands allow you to select densities and colours and to draw in thick or thin lines. You can plot circles and fill shapes automatically. From now on, the pad will also come with Koalaprinter, a program to print out a copy of the screen to a dot matrix printer. You'll also get the instant programmer's guide, which tells you how to use the Koala pad as input to your own programs. Total cost of the package is £79.95 and more details can be had from 0734 664646.

ELECTRON GETS DISCS

Following the launch of the Plus 1 interface for the Electron, Acorn has announced the Plus 3. No, I don't get it either!

Anyway, you now have a single 3" disc drive plus interface which connects to the computer and stores 300k of data. It costs £229, and the Plus 1 connects to the back of it, enabling you to run both interfaces.

A Plus 2 is promised soon!

QL OR ICL?

ICL, usually known for their large mainframe computers, has launched a micro based on the Sinclair QL. Called OPD, or One Per Desk, it costs around £1500 and includes a built-in multi standard modem and twin microdrives. The 4 Psion packages are held in ROM so you don't have to load them from cartridge each time you want to use them.

The machine uses a different operating system to the QL, though, so QL software won't run on the OPD.

Incidentaly, Metacomco have launched the first serious software for the QL. Their assembler/editor is the most sophisticated I've seen, and worth the £59.95 price tag if you're into serious machine code programming.

Two languages, BCPL and LISP, are also available at the same price. OPD versions will follow.

SKWEEK SKWEEK

A mouse is now available for the BBC model B micro.

For £89.95 you get a Skweeky himself, a ROM and software on disc and cassette. The mouse plugs into the user port and the ROM into any spare sideways ROM socket.

The extra chip adds enough commands to Basic to enable you to use the mouse in your own programs by taking the place of the cursor keys. You can also put a pointer on screen and use this as input to your own programs or any which use the cursor keys.

If it's art you like, you'll love the AMX Art package which is also supplied. This uses a hi-res mode 4 screen and lets you draw to your heart's content. The package is very easy to use, and you can create some stunning effects.

Well worth looking into if you have some spare Christmas cash.

It's all made by Advanced Memory Systems, who are on 0925 62907.

COME MUSIC MAKERS

If you want to play like Duran Duran, Commodore have made it easy for you with the Commodore 64 Music Maker. As well as one of the most sophisticated synthesiser programs available for the machine, you also get your very own plastic keyboard which sits on top of the machine and presses the appropriate key on the keyboard. You can even play 3 note chords.

The software plus keyboard and songbook costs just under £40 and should be available from Commodore dealers.

IT CAN'T BE TRUE

You must have read about the Unicom modem. No? Ok, I'll tell you about it. A company called Unicom reckon that they can produce a modem which works at Prestel speed, 300/300 baud and American Bell standards, all for £49 + VAT. There's even been pictures of it in some magazines.

Be warned, though, there's no finished version of the modem yet, and the software for it is still being written. I'm sure that this wonderful device will appear, but don't hold your breath.

FULLER SAVED

I wrote last month that Fuller Microsystems had gone into liquidation. Nordic Keyboards has now bought the Fuller name and will continue to market the entire Fuller range.

Nordic make it clear that, although it has acquired the Fuller name, it has managed to shake off the delivery problems which Fuller had. Stocks are now available within 3 days.

There's some reasonably good news for anyone having problems with their Fuller FDS keyboard. Return it to Nordic with a cheque for £10.50 and they'll send you a replacement.

More details on 051 548 2220.

BOOST YOUR BEEP WITH CHEETAH

Cheetah Marketing, the company behind the Rat remote control joystick for the Spectrum, has come up with another add-on good.

Mega-sound converts your Spectrum so that sound effects come from the TV speaker and not from the computer itself. So you can control the volume of the sound with the knob on the television. This is the way that the Commodore 64 works, and gives much clearer sound.

Unlike earlier versions by other companies, you don't need to take your Spectrum apart. Just plug into the user port and connect to the TV. More details on this £10.95 device on 01-290 6044.



Fuller's range of Spectrum peripherals. Nordic Keyboards has bought the Fuller name and will continue to supply their products, including the new executive keyboards. Delivery has been improved — stocks are available within three days.

If you have a broken FDS keyboard, Nordic will replace it for £10.50. Details on 051 548 2220.

COMPETITION

CROSSWORD

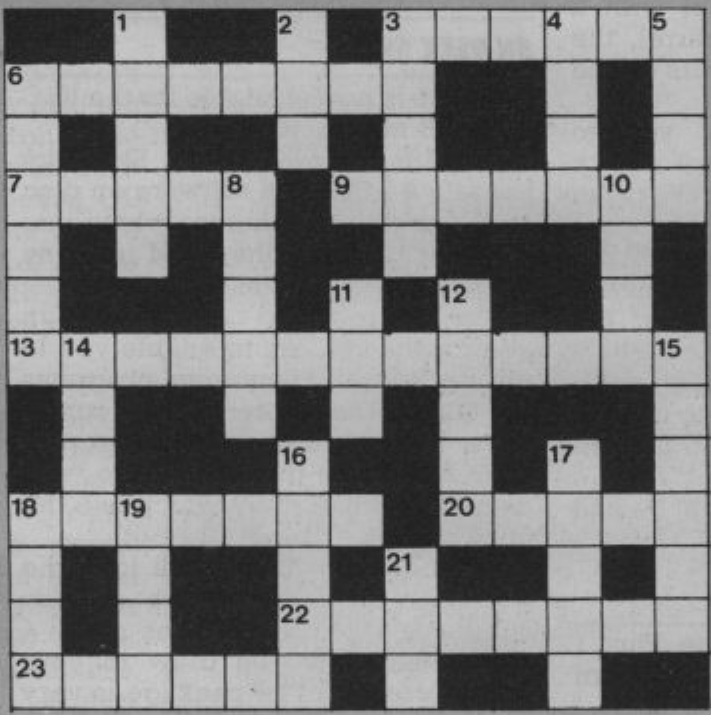
We proudly present another of our amazing *C&VG* crosswords — and the first three correct answers will get an amazing *C&VG* "The Champ" tee-shirt. Just send your completed crossword to *C&VG*, Crossword, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Clues — Across

3. American soap opera and computer game (6)
6. and 6. Down. Game based on H.G. Wells classic (3, 2, 3, 6)
7. Restore to zero or original value (5)
9. Manic Miner's software house (3, 4)
13. The original arcade game (5, 8)
18. Damaging computer error (7)
20. 'Mr. Adventure' Adams (5)
22. AA tactic (anag.) (4, 4)
23. St. George's micro? (6)

Clues — Down

1. Program failure (5)
2. Oracle's channel (1.1.1)
3. Get rid of program errors (5)



4. 'Poisoned dwarf' in 3. Across (4)
5. Rescue a program? (4)
6. See 6. Across
8. Adventure stories (5)
10. Norse thunder-god (4)
11. Insect in game attack (3)
12. Units of rate of information transmission (5)
14. Two of a kind in cards (4)
15. Electricity that doesn't move (6)
16. Atlantic or Pacific software house? (5)
17. Units of potential difference (5)
18. Precious metal of US software house (4)
19. Psychic emanation surrounding those with magical power (4)
21. Commodore computer (3)

DOOMDARK'S REVENGE

There are 20 copies of Commodore 64 versions of *Lords of Midnight* up for grabs for readers who have completed the trilogy of *Doomdark's Revenge* Fighting Fantasy novelettes written by Beyond Software's Clive Bailey and Terry Pratt.

For Spectrum owners, Beyond will substitute one of their Spectrum titles like *Doomdark's Revenge* or *Shadow Fire*.

At the end of each *Doomdark's Revenge* story, we've asked a question connected with the plot.

After part one, we asked which treasure that Luxor found was the most precious. After part two, we asked which of Tarithel's three spell runes proved the best omen. After the third part, on page 85 of this issue, we wanted to know which of Morkin's magical possessions proved the most important to the successful conclusion of his quest. The clues are there if you play the novelettes properly.

Luxor's treasure:
Fey Emblem
The Power Head
The Crystal Ball

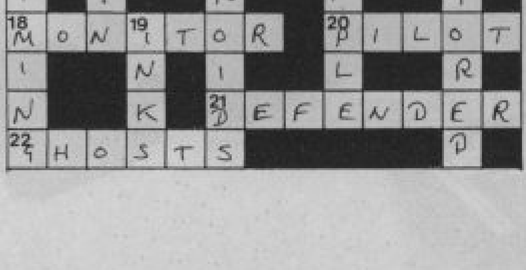
Morkin's possessions:
The Axe
The Ball of Fire
The Cup of Dreams

Tarithel's runes:
The Moon
The Sun
The Falcon

Fill in the form below and send your answers to: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

DOOMDARK'S REVENGE
COMPETITION
My answers are:
Luxor's treasure.............................
Tarithel's runes:.............................
Morkin's possessions:.......................
Name..
Address.......................................
....
Computer you own: Commodore 64 ☐ Spectrum ☐ (tick box)
Please mark the OUTSIDE of your envelope with the make of computer you own.

SOLUTION



TARRANT-ULA!

Picture the scene ... Chris Tarrant of *Tiswas* fame is locked in a gorilla's cage and is, for once, at the receiving end of custard pies and buckets of green gunge!

Last month we asked you to send in your ideas for the whackiest game around — it had to feature Chris Tarrant and I think almost everyone managed to feature flying pies, the Phantom Flan Flinger and for some reason, Terry Wogan!

With 50 prizes of Chris Tarrant's video on the World's Greatest Computer Games up for grabs, the ideas you came up with were often hilarious and many beautifully illustrated.

We especially liked Tarrant-Ula from Ross Byron-Scott, Berks, who featured Chris armed with a French loaf fighting his way through a Manic Miner-type screen to plaster a custard pie over the face of his Director.

Well done Ross — a copy of the video is on the way. Unfortunately we haven't the space to mention the remaining 49 winners, but prizes are being sent out and if you've won, a copy of the game will be landing through your letter box over the next couple of weeks.

'PSST!

...ELLO JON GOTTA NEW COMPUTA'



Games Extra

So now you've got a new Commodore computer what are you going to do with it? We have the answer and it won't cost you a penny.

The January edition of COMMODORE USER has a FREE 36 page Games Extra. It contains six super listings for the 64, many written by professional authors for companies like Melbourne House and McGraw Hill. Shiver in Dracula's Nightmare, discover the North-West Passage in Francis Drake's Adventure or dodge the avalanche in Everest.

We haven't forgotten Vic owners either. Bricky, Beeglebug or dodge the traffic with Hoppa. All are published complete with our 'Easy–Enter' technique exclusively developed for COMMODORE USER.

Look out for the January issue of COMMODORE USER. AT YOUR NEWSAGENT FROM THE 22ND OF DECEMBER.

The Complete Commodore Software Guide

Not content with one free gift, our February edition contains a 36 page Complete Commodore Software Guide. We list over a thousand programs, with prices. Whatever the software package you are after for your Commodore — from Jet Set Willy to word processors — The Complete Commodore Software Guide is the place to start.

On sale Jan 26th 1985.

COMMODORE user

COMPETITION

Ghostbusters

We 'aint afraid of no ghosts! Are you? We bet you're not. *C&VG* readers won't be scared by a few paranormal creatures. And to prove it we're offering you the chance to become Ghostbusters!

Wev'e got 50 copies of the new Activision game, based on the box-office smash hit movie *Ghostbusters!* to give away — 25 for the Commodore 64 and 25 for the Spectrum.

What we want you to do is write us a short ghost story. It could be your version of a ghostbusting mission undertaken by you and your friends, or it could be a haunting tale of things that go bump in the night — it could even be a true story of your own creepy experiences. We'll print the best story in a future issue of *Computer & Video Games* — suitably illustrated of course.

Keep your story short — about 200 words please — and make sure we can read your writing. Once you've completed your story, fill in the coupon, attach it to your entry and send it to *Computer & Video Games*, Ghostbusters Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 16th. Normal *C&VG* competition rules apply and the editor's decision is final — even where ghosts are concerned!

Don't forget to mark the **outside** of your envelope with the make of computer your own — Spectrum or Commodore.

C&VG/ACTIVISION
GHOSTBUSTERS COMPETITION

Name..

Address ....

....

I own a Commodore 64 ☐
a Spectrum ☐ (tick box)

SYSTEM 3 FOR LIFE!

Here's the answer to every Commodore owners' wildest dreams. Free games for a lifetime! Yes, our mates at System 3 Software, the people who brought you *Death Star Interceptor*, are offering one lucky person a lifetime's supply of their games releases in our great *C&VG*/System 3 competition.

And 30 runners-up will get a game of their choice from System 3's three new American imports for the 64 — *Moto Cross*, *Juice* and *Suicide Strike*. Both the winner and runners-up will get System 3 posters too! What more could you ask for!

So what do we want you to do? Design some spacecraft that's what. We want you to sit down and design the ultimate spacecraft — either for the good guys or the baddies.

You must sit down and work out the armament, defence systems, engines and operating systems. Draw up a blueprint of your super-ship and send it to *C&VG's* space engineering department!

As we've already mentioned, you can make your ship suitable for a good guy — you know, one of those types who zaps around the universe saving planets from evil aliens. Or you can design a craft for an evil alien — one of those types who zaps about the universe looking for planets to destroy!

Let your imagination run riot — don't be bothered by little things like aerodynamics or engineering. We want to see the weirdest things your minds can conjure up.

When you've drawn up your blueprint, rush it to *Computer & Video Games*, System 3 Spacecraft Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to fill in the coupon and attach it to your entry. Normal *C&VG* competition rules apply and the editor's decision is final. Closing date for the competition is February 16th.

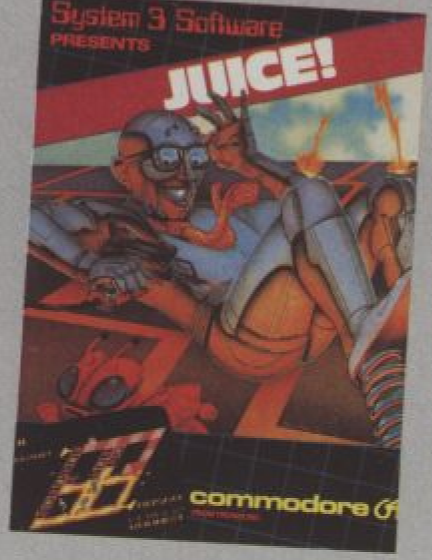
C&VG/SYSTEM 3 SOFTWARE COMPETITION

Name..

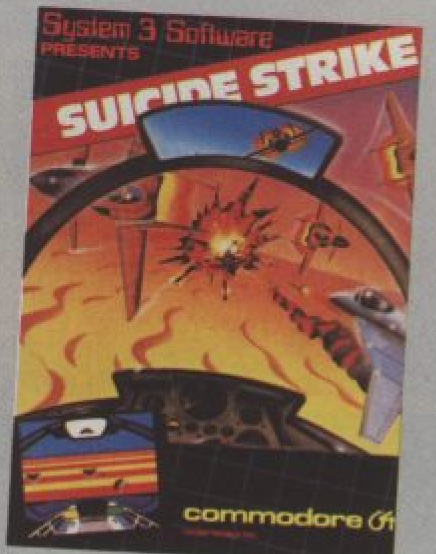
Address..

....

Game I want for my 64: (tick box)
Moto Cross ☐
Juice ☐
Suicide Strike ☐



Juice: The cunning Killer Watt is out to fry poor old Edison's brains!



Suicide Strike: An important military target must be destroyed at all costs in a suicide strike!



Moto Cross: Race on your own or against computer-controlled bikes.


The Fight Continues...
On The Spectrum.
NOW AVAILABLE ON THE 48K SPECTRUM
... Earth is threatened by an Empire Deathstar, can you penetrate its defences, destroy it before it destroys you?
... Deathstar Interceptor gives you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects, music, 4 skill levels and hiscore table ... this is the ultimate challenge!
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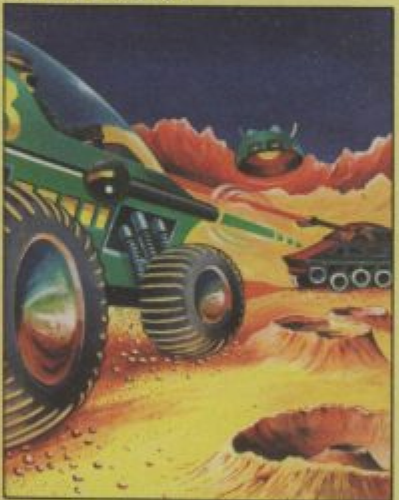
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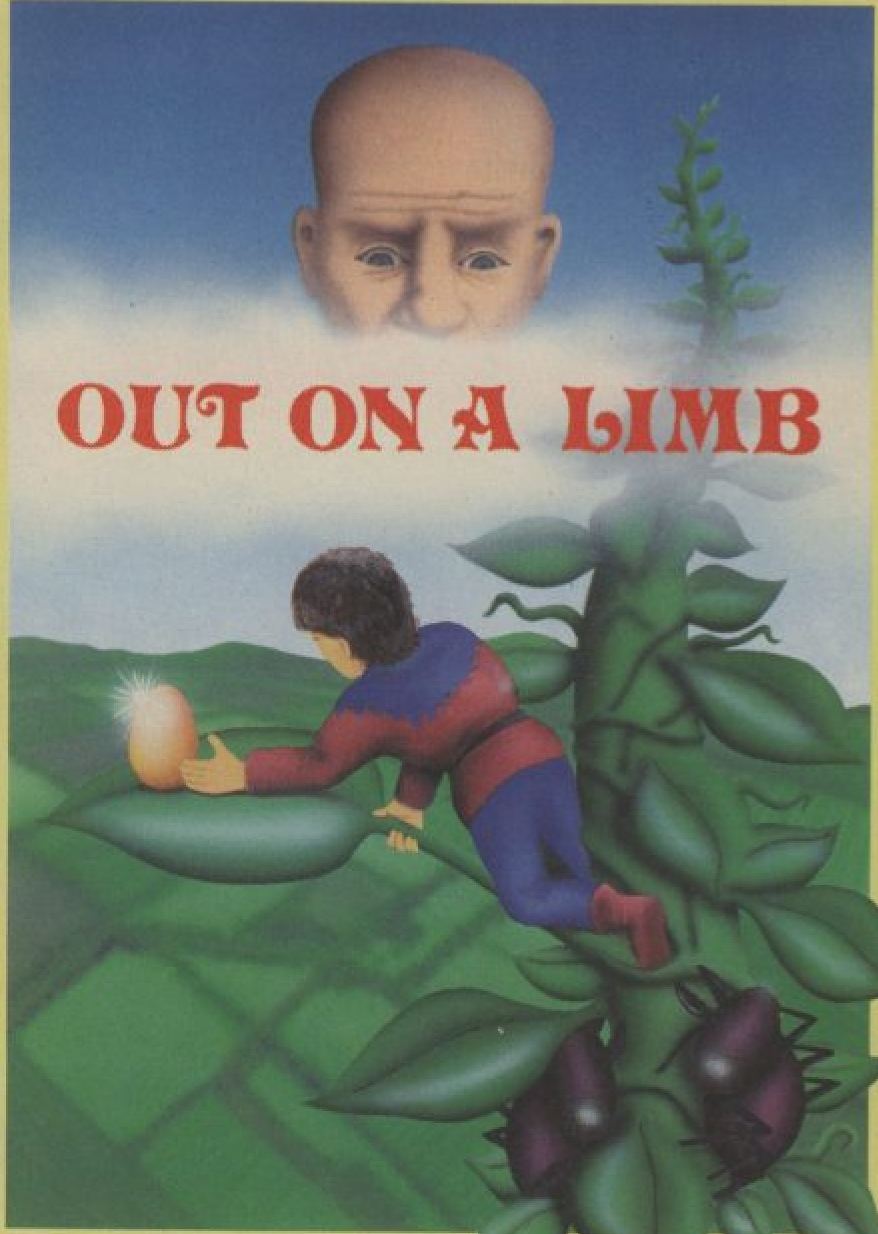


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FLIGHT PATH





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ZODIAC This is an enthralling arcade adventure in which the evil powers of hell have scattered the signs of the Zodiac in the four hundred chambers of the abyss. Struggle to collect these signs and at the same time try to annihilate everything in your way. How long can you stay alive?
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PETCH Race Petch around the screen, moving ice blocks to alter the maze, however, beware of the nasty monsters who are constantly chasing Petch as you attempt to collect the bonus cherries. Also if you can touch the edge of the maze the monsters will suddenly burst into flames, but look out they'll soon be back!
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SKRAMBLE Earth has been overrun by the Cobrons and its up to you to battle through the six ferocious and testing sectors. Adversaries include meteors, UFO's and deadly fireballs. Fly through an armoured city, then an elaborate maze and finally the command base itself.
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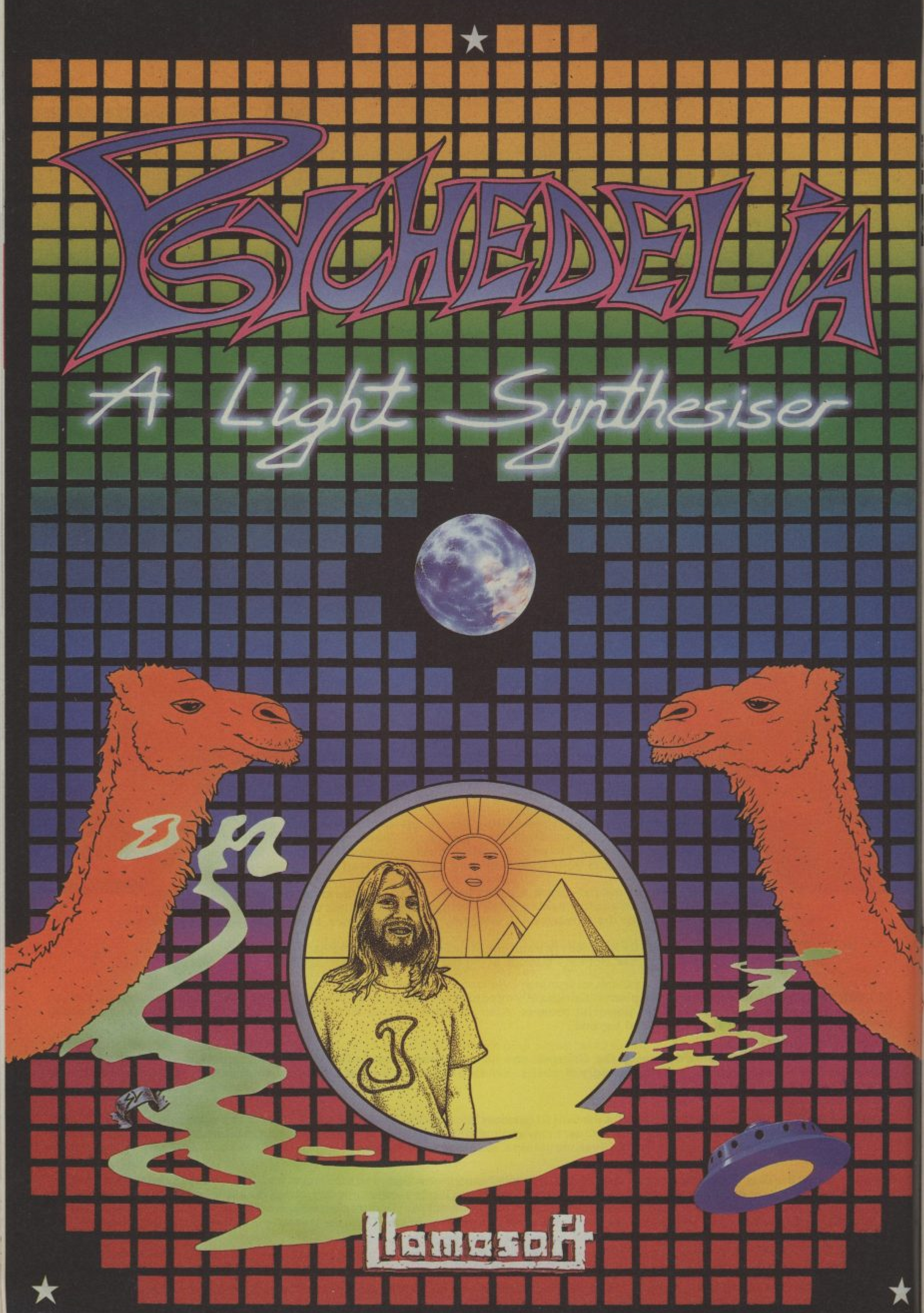
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J.S. and K.B. C.16 £6.95

OUT ON A LIMB This is a fantastic and in parts outrageously funny game. Based on the fairytale of Jack and the Beanstalk, Out On A Limb is full of the most strange and eccentric characters you are ever likely to meet. Firstly, climb the stalk and jump onto the clouds, then enter the giant's castle searching for treasures. However, watch out for vacuum cleaners, musical notes, televisions and potted plants, all of which chase you round the many and elaborate rooms of the castle. Once the treasure is collected the single exit will be opened, and then...........?
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Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

1 CYCLONE

MACHINE: Spectrum
SUPPLIER: Vortex
PRICE: £6.95

From Costa Panayi, the programmer who brought you the chart-topping *Tornado Low Level*, comes *Cyclone* — destined to become just as popular. It's already entered *C&VG*'s top ten

The basic scenario of *Cyclone* is pretty simple. You pilot a helicopter on a mercy mission — flying around a group of islands threatened by a deadly storm — a cyclone.

Your job is to enter the danger zone, search the various islands for inhabitants awaiting rescue and pick up five crates packed with essential medical supplies. Then you must get your cargo back to base island and safety. There are low flying aircraft to avoid, too.

The graphics are excellent and the screen display extremely well presented. You get a main view of the action — your helicopter and its surroundings. You can also switch views, using a "view" key, from north to south.

Instrumentation includes, speed, altitude, fuel, time remaining — plus a wind speed gauge with "danger" indicator which flashes when the cyclone is getting too close for comfort.

Once you've collected all five crates — and some people, you get bonus points for them — it's back to base to prepare for a new mission.

Cyclone is a simple concept executed with style. It is extremely addictive and fun to play too. Great value!



• Graphics	9
• Sound	8
• Value	9
• Playability	9

2 RALLY DRIVER

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Hill MacGibbon
PRICE: £9.95

There are loads of motor-racing simulations around right now — but as far as I know no-one has come up with a decent rally-driving game — until now that is.

Rally Driver from Hill MacGibbon is an effective and realistic simulation of competing in a motor rally.

You have three "stages" of courses to race over. You must successfully complete one to qualify for the next.

The packaging comes complete with an instruction book outlining the rules of rallying and a map showing the roads which comprise each "stage".

Each "stage" has to be completed within a certain time limit — if you go over that time then you will have to make another attempt at driving over the "stage".

There are several different routes to take in each "stage" — you have to pick the fastest. You must drive your car through several time-controls in the correct order whatever route you take otherwise you just won't qualify for the next "stage". Each "stage" is larger than the first and more complex — just like the real thing!

The screen display shows your view through the windscreen of the passing scenery — road junctions, trees, houses etc. Instrumentation is fairly simple. There's an old fashioned speedometer, a clock to show you the time taken on the "stage" and an indicator which shows if the hand brake is on or not. Pretty basic you'll agree.

In the corner of the dashboard you'll see the steering wheel moving around as you steer.

There are also road reports flashed up at the bottom of the screen when you pass through time controls.

There's a leaderboard display which comes up at the start of each game and between stages to show you your progress in the rally — if you manage to get through the first stage!

Rally Driver is an addictive and challenging game — for those of you who enjoy racing games and fancy one with a difference.

You also have to act as navigator and driver, which adds to the challenge and gives a strategy element to the game.

Graphics are simple, but adequate and the sound isn't bad for the Spectrum. A great game for car freaks.

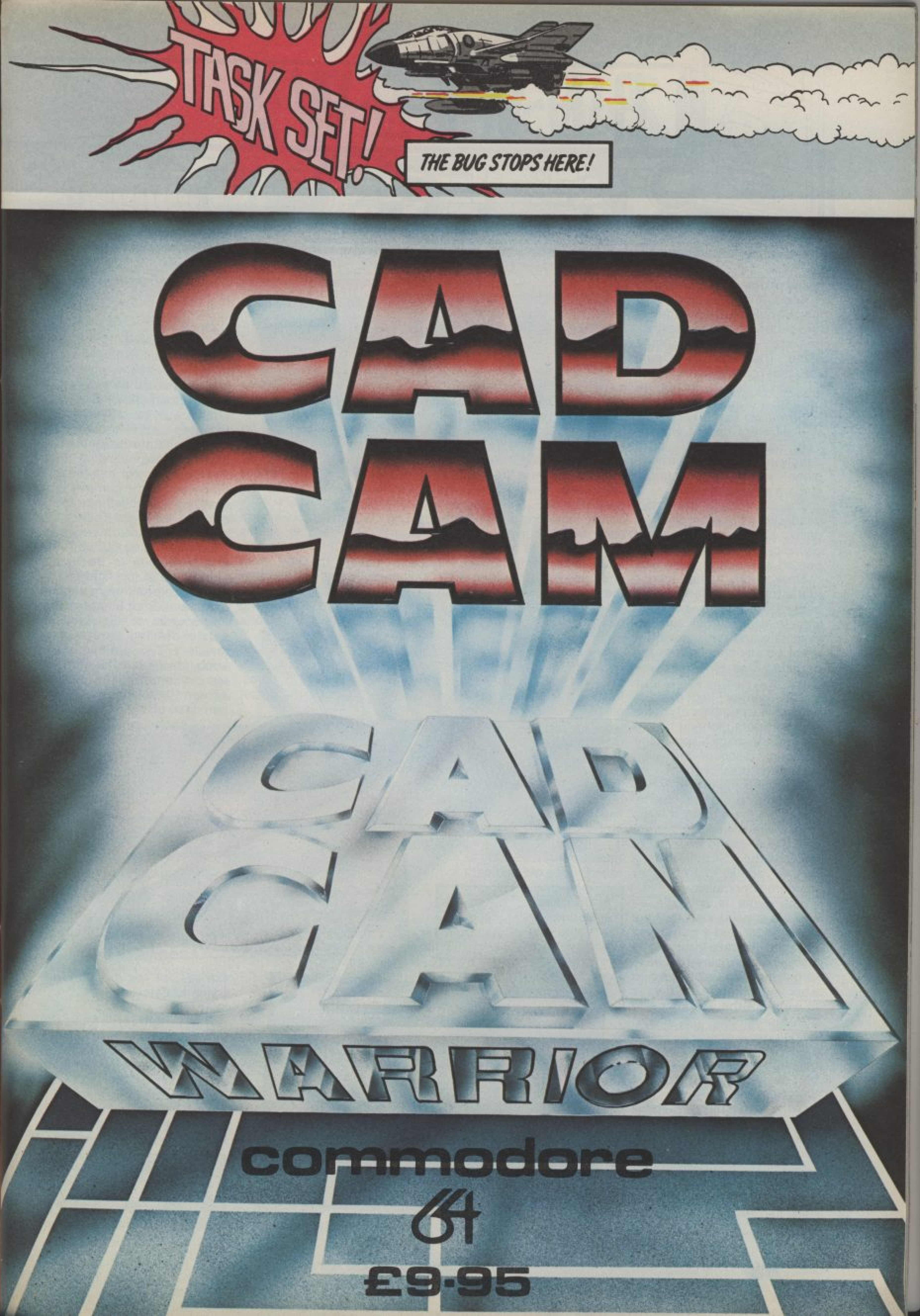


• Graphics	7
• Sound	7
• Value	7
• Playability	7

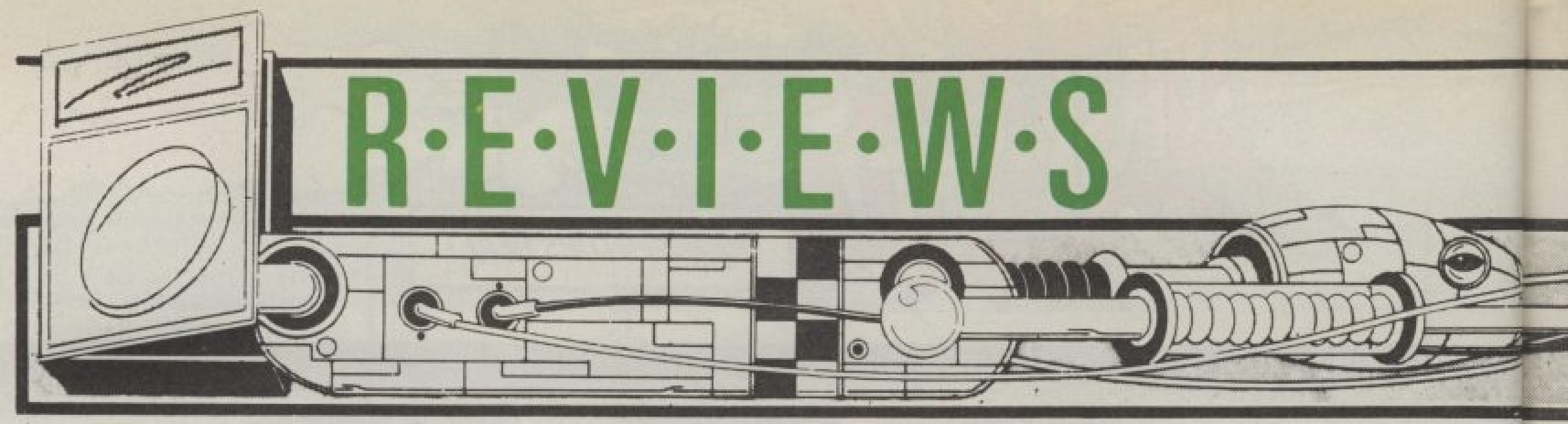
3 THE KILLING

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Quicksilva
PRICE: £6.95

Johnny Alpha, 21st century bounty hunter and star of *2000 AD*, THE science fiction comic, steps out again in Quicksilva's second game



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based on this comic cult hero.

And I'm glad to report that this Strontium Dog game is far better than Quicksilva's first stab at a Johnny Alpha game. That was *The Death Gauntlet* for the Commodore 64, which left a lot to be desired.

Strontium Dog, The Killing, is a different can of worms. You control Johnny in a deadly mission on a strange planet where the Dictators stage a strange contest.

The invite all the most deadly killers from all over the galaxy to compete in an evil olympics — the winner is the person who comes out alive!

Now Johnny Alpha reckons that a trip to this planet at the time of the games is a good way to wipe out all the top criminals and earn himself a great bounty-cheque into the bargain. This is where you come in.

The "games" take place in a maze-like complex of rooms and corridors. Johnny has to explore the many levels of the complex, discover the alien killers and destroy them.

Sounds simple, but when you come to play the game, things get more difficult — as usual! The alien criminals are crafty and wait to ambush an unsuspecting Strontium Dog in the various chambers of the games complex.

The game is a biggie — and it's a good idea to have some paper and a pen to log your movements through the complex otherwise it's easy to get lost. You also have to work out different strategies to wipe out the various nasty alien criminals you come across.

The graphics are good — but the sound leaves a bit to be desired. Even on the Spectrum.

The Johnny Alpha character is well drawn and animated. You can actually recognise him as the *2000 AD* character!

He is armed with three electro-flares and his trusty laser gun and gets five lives to complete his quest. The screen shows you a display of Johnny and the room he is currently in, plus read outs of lives left, and the number of alien killers still around in the complex.

The Killing falls into the currently trendy arcade adventure style of game. I found it entertaining to play and kept coming back to explore more rooms.

Two annoying things about the game. One is the fact that you keep having to come back to the intro screen before restarting a new game, once all your lives are lost. Although this is nicely drawn and quite entertaining, it becomes a bit irritating after the twentieth viewing. But if you get really good at the game, you're not going to see it much anyway are you?

Second, the instructions could give you a bit more information. I know it's nice to have a bit of mystery about a game — but personally I would have liked a bit more documentation.

Maybe if you are a *2000 AD* reader, you could — as Quicksilva suggests — dig out some back numbers and read again a Strontium Dog story called The Killing. I liked *The Killing* and will be going back for more as soon as I've found those old copies!

• Graphics	8
• Sound	5
• Value	7
• Playability	7

3



4

BOULDER DASH

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Front Runner
PRICE: £7.95

We've already gone into fits of ecstasy about *Boulder Dash* on the 64. Now we're about to do the same for the Spectrum version of this great game from Front Runner, the *Storm Warrior* people.

The Spectrum version features Rockford in all his glory. It has the 16 *Boulder Dash* caves, packed with boulders, gems and other nasties. Each cave has five difficulty levels making *Boulder Dash* not just one game but about 80!

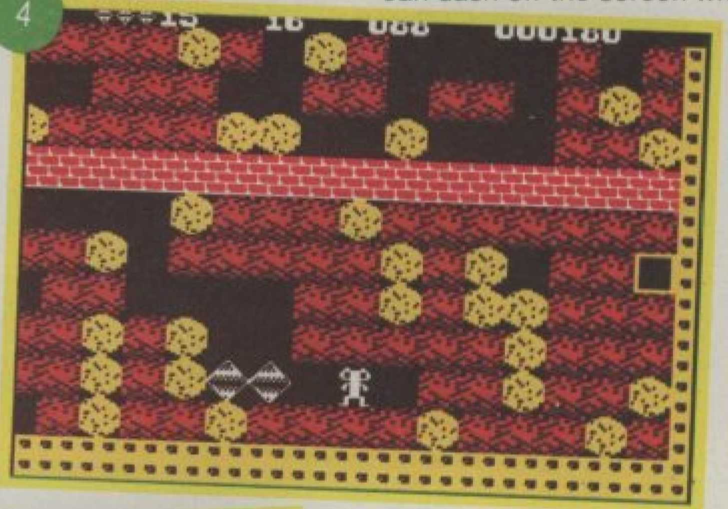
The object of the game is to help Rockford search through the caves in search of gems. Each cave has a fixed target of gems for Rockford to find and there's a time limit on his search too.

Once he's collected the required number of gems, Rockford has to find the exit to the next cave — which only appears once he's reached the target number of jewels. Each cave is different and features odd things like amoeba, butterflies, fireflies and other obstacles.

You have to master the "physics" of the game — discovering just how those rocks roll and fall — to collect the gems. You also have to be good at working out patterns and strategies to be in the right place at the right time.

The programmer has made a brave attempt at converting the sounds of the original, music, falling rocks and jewels. The graphics are adequate — but the game is spoiled somewhat by the slow screen scrolling. Rockford can dash off the screen while the rest of the graphics are trying to catch up!

4



This is annoying — but doesn't detract from the incredible playability of this game. *Boulder Dash* is terribly addictive — don't start playing if you've got anything else to do that day. If it's not a number one hit I'll eat my joystick! Rush out and get it, you won't regret it.

• Graphics	8
• Sound	7
• Value	9
• Playability	10



B'ZONE/TANK DUEL

MACHINE: Spectrum
SUPPLIER: Battlezone — Quicksilva; 3D Tank Duel — Realtime
PRICE: £6.95 (Battlezone) £5.30 (3D Tank Duel)

Battlezone was originally an Atari arcade game.

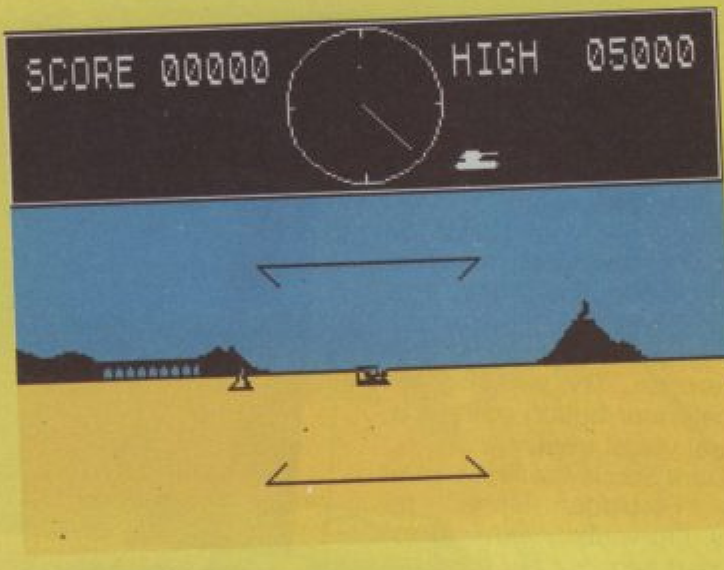
You are in charge of a tank and your mission is to destroy the enemy tanks.

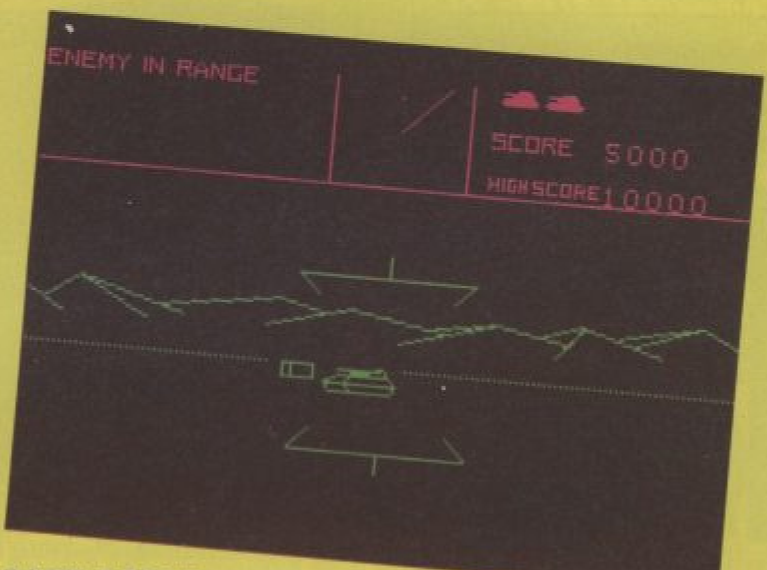
Like the original, the graphics on the Spectrum version are made up of straight lines which are used to draw all the banks and missiles.

Some clever programming means that the objects come towards you in 3D, with the computer performing what's known as hidden line removal. This means making sure that if one side of a tank is obscured by something, the invisible part is not drawn on screen.

With Quicksilva's game, the graphics are all drawn in green on a black screen with the background the same colour. At the top, the score panel is in purple but still on black.

Realtime's version is called *3D Tank Duel* and has different background colours for the land and the sky.





BATTLE ZONE

The 3D movement is the key to a good version of *Battlezone* and I found Realtime's the smoother. Both games have blocks which you can use as shields and moving in and out of them produced some good effects.

Realtime's also has some special features. Pressing the 4 key will copy the screen to a printer which will give you a print of the high score table if you want one.

Control for both games is via keyboard or joysticks. You look at the radar at the top of the screen and manoeuvre your tank accordingly. There are four keys used to move the tank — two for each track. Each can be moved forwards or backwards so to turn round at double speed you move one track in each direction.

So which one to buy? Frankly, I think that Realtime's *3D Tank Duel* just comes out on top and, at £1.45 less than the official Quicksilva offering, it's better value.

	3D Tank Duel	Battle-zone
• Graphics	9	8
• Sound	7	7
• Value	8	7
• Playability	8	8

VOLCANO

MACHINE: Spectrum
SUPPLIER: Computer Magic
PRICE: £7.95

Volcano, the new release from Computer Magic, starts off with a good idea. You have to escape from a maze-like city — which has underground and overground levels — before lava from an erupting volcano covers everything with a molten blanket.

Nice idea. Shame about the game. It's really a simple maze game — like the ones you play with pencil and paper in puzzle magazines, but transferred to computer. You move your crudely drawn character around the "streets" of the city — collecting dynamite, eating food and and avoiding looters — en route for the boat waiting to carry you away from the volcano.

You need dynamite to blast your way through obstacles which block your way and you need food to stay alive. You get five at the start of each game — and they disappear at an alarming rate. You really need to make a map of the different locations as you move using a pencil and paper — the small map that accompanies the cassette doesn't really give you any useful information.

Make a wrong move and you could end up trapped in a dead end without any dynamite to blast your way past the rocks which have fallen across the path behind you. Game over!

You also sometimes fall into a swamp. There is no indication of this happening to warn you — just a message which says you've lost a life. That's where your own map would come in handy.

If you are really unlucky, you might fall into the underground passages with graphics like those ancient "3D maze" games you used to play on your ZX81. There appears to be no way out unless you have a match and can use it to see the old map you apparently have with you.

A nice idea — but the graphics are crude and the game eventually too frustrating to be much fun.

I know that games are supposed to have a bit of mystery surrounding them and that the documentation shouldn't give too much away — but I felt that *Volcano* needed a bit more explanation for the player to make the most of the game.

• Graphics	5
• Sound	5
• Value	4
• Playability	4



R·E·V·I·E·W·S

Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The *C&VG* review team don't judge games with their ears plugged up, we can tell you!

5 DARK STAR

MACHINE: Spectrum keyboard or joystick
SUPPLIER: Design Design
PRICE: £7.50

The blurb for *Dark Star* claims that it is the longest program ever written for the Spectrum. I can well believe it — the game takes around five minutes to load. No super flash loaders nere!

It's well worth the wait. Once you delve into the *Dark Star* galaxy, you'll be hooked.

The scenario is simple. You are in control of the Liar, a heavily armed space ship, on a mission to liberate the *Dark Star* galaxy from the Evil Lord's tyranny. To succeed, you must wipe out all the Evil Lord's bases on planets within the galaxy.

You fly around planet-hopping and zapping through hyper space gates to jump from sector to sector blasting the bases and fighting off attacks from enemy space ships.

You fight in space and across the surface of occupied planets — so you begin the game flying through space. A Tactical Sector Map displays the whereabouts of the enemy bases. You can call up the map at any time. It shows the position of your ship and the military installations — and is a really pretty bit of graphic programming!

The map also has an amusing information read-out about the planet you are flying over — with details of atmosphere and comments like "Even wetter than Manchester" or "Hate it!". Great stuff.

Your job is simply to shoot up the enemy installations and then get off the planet to resume your quest for ultimate liberation.

The real joy of this game is the extensive user definable menu which allows you to change virtually every aspect of the game to suit your moods.

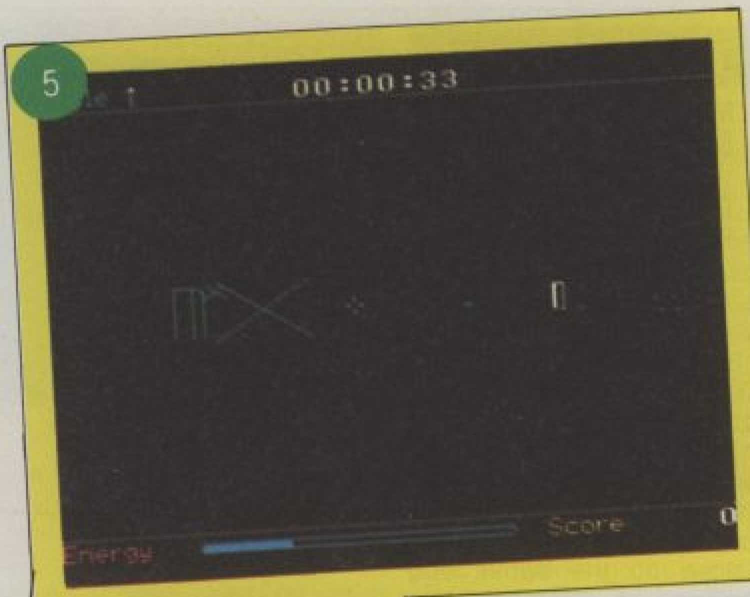
You can change the screen display, sound effects, skill levels and keyboard controls. Talk about user friendly!

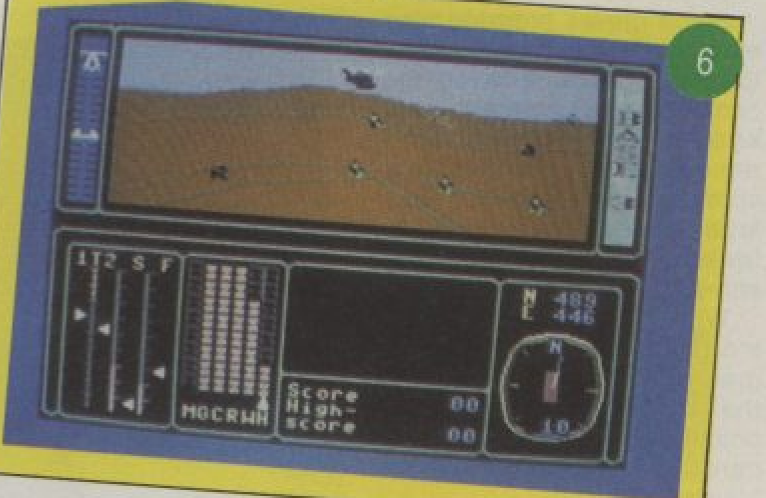
The graphics are simple but extremely effective. The 3D star field — with planets and stargates whizzing by — is very pretty. I sat and just watched it for ages!

If you get your hands on one, try switching to wide-angle mode and sitting in a dark room. You'll think you are on the bridge of the USS Enterprise. Try pressing the accelerator button at the top. A real visual treat.

Dark Star is the first part of the "Forbidden Planet" trilogy. I'm waiting with interest for part two.

• Graphics	9
• Sound	7
• Value	8
• Playability	9





6 COMBAT LYNX

MACHINE: CBM 64
SUPPLIER: Durell
PRICE: £7.95

Combat Lynx isn't a flight simulator. But then it isn't a straightforward shoot-'em-up battle game either. It's an interesting combination of the two — action and strategy combined in one stylish package.

Combat Lynx is a "real-time" battle game in which you become the pilot of a sophisticated Lynx helicopter.

The blurb on the packaging tells you that Westland Helicopters, the people who make the real Lynx battle-'copters, aided Durell's programmers in the development of the game. And I can well believe it!

The controls are very complex — but not impossible to master. You can either use two joysticks or a combination of joystick and keyboard.

The basic idea is for you to defend your bases and troops from enemy attack — destroying enemy installations and attack forces as you fly.

You score points for each "kill", but perhaps of more interest to the wargame fan is the possibility of waging a strategic campaign against the attackers and coming out on top!

The screen display includes a heads-up view of your helicopter and the surrounding terrain, instrumentation telling you your altitude, speed, fuel and weapon status etc. The display changes when you enter the weapons mode. You see an "infra-red" display of the terrain and your gunsight appears. You can also call up a map of the battlefield which shows the position of enemy and friendly troops.

The Lynx is armed with various weapons of destruction and you have to select which to use against the various targets.

At the start of each mission, you can either allow the computer to arm your Lynx with a standard set of weapons — or you can choose to arm the helicopter yourself from an extensive menu of equipment. A nice touch this.

Combat Lynx isn't a game that you can plug in and play right off the shelf. You need to take time to read the comprehensive instructions that come with the game — which is also available on the Spectrum.

There are four skill levels and a high-score table for all you competitive types. Watch out for *C&VG*'s special *Combat Lynx* competition.

• Graphics	8
• Sound	6
• Value	8
• Playability	8

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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

FLYER FOX Vs FIGHTER PILOT

FLYER FOX

MACHINE: CBM 64
SUPPLIER: Tymac
PRICE: £7.95

It talks! So says the blurb for *Flyer Fox*, a flight/combat simulation from Tymac, a company new to the pages of *C&VG*.

Well, your Commodore does make a brave attempt to sound like a jet-fighters' radio — but ends up sounding like someone trying to speak with a mouthful of rice crispies. But don't let that put you off the game. *Flyer Fox* is a playable shoot-out style game with nice graphics. Shame about the sound.

The scenario is pretty basic. You are put in the pilot's seat of a jet fighter escorting a Jumbo jet airliner through hostile skies. Your job is to defend the airliner against the attacks of enemy fighters.

The screen shows your view of the outside world through the cockpit plus instrumentation which includes a radar screen — to show where the enemy jets are, an artificial horizon — to show your jets' attitude in flight, an altimeter and compass to help you relocate the airliner after a dogfight with the enemy.

There's also a readout which tells you the damage status of the airliner plus a fuel gauge. Your fuel gets replenished only if you complete a level by successfully fighting off all the enemy and protecting the airliner from any critical damage.

To shoot down the enemy jets you have to lock your sights onto their retreating tails and blast them. But it's not as easy as it sounds as those enemy jets don't hang around waiting to be blown up. They dodge and weave around the sky making your task pretty challenging.

The "soundtrack" says things like "Break away!" — as the enemy attacks — I think. But I couldn't quite catch the longer messages.

There are several levels of play with the jets coming in groups of greater numbers. You score points for blasting the jets and get a bonus if you complete a level quickly with fuel left.

One criticism I have is that you have to wait around a bit too long for the enemy jets to attack. After all, when you've got an airliner to protect you're not going to rush about looking for them are you?

Don't buy this game for the promise of sound synthesis. But if you enjoy a straightforward shoot out you could do worse than *Flyer Fox*.

• Graphics	7
• Sound	6
• Value	7
• Playability	7

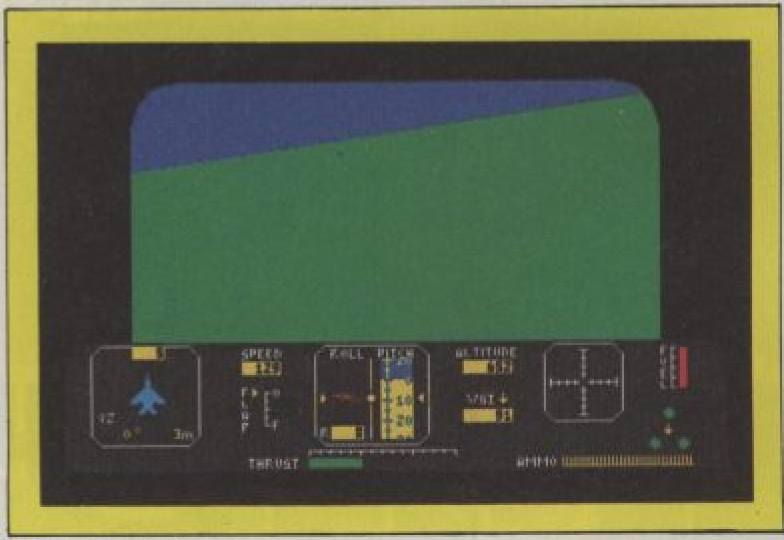
FIGHTER PILOT

MACHINE: CBM 64/ joystick or keyboard
SUPPLIER: Digital Integration
PRICE: £9.95 cass.
£14.95 disc

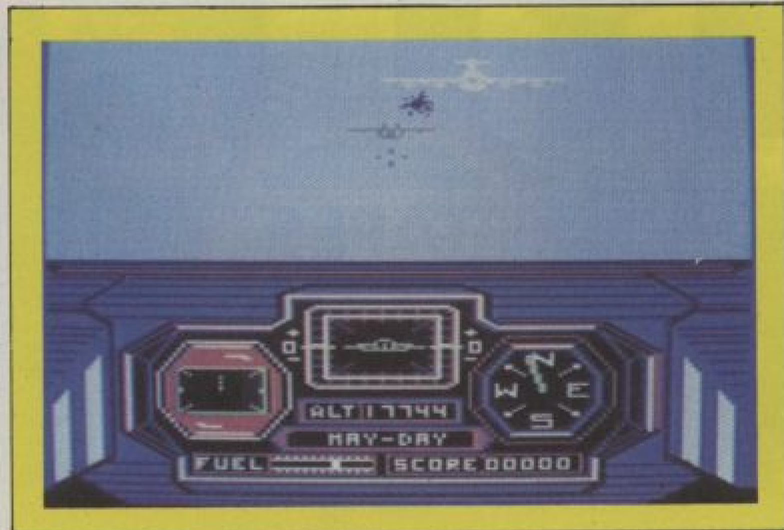
Fighter Pilot is regarded as a classic for the Spectrum — and is a classic on the Commodore 64.

The Commodore version has all the elements of the original chart topping game with the added advantages of improved graphics and sound.

The game is based around the USAF F-15 jet fighter — and the screen display shows some of the instrumentation you'd actually find inside one of these hi-tech fighter aircraft.



FIGHTER PILOT



FLYER FOX

The game is quite simply an accurate simulation — within the limitations of the Commodore of course — of what it's like to fly one of these jets, with some combat options thrown in for good measure.

The menu has several options which take you through an essential flight training program. Beginning, with landing practice the options then move on to flying training, air-to-air combat training, actual air to air combat — where the enemy fires back! — and a blind landing sequence. You can also add crosswinds and turbulence to make your life even more difficult and there are skill levels ranging from novice to ace.

Once you are up in the air you can call up a map of the area you are flying over to check out your position or the positions of enemy aircraft if you are in combat mode.

Documentation on the cassette inlay is good and you'll need to spend time studying it and the game before really getting into action in the combat zone.

Fighter Pilot is definitely not one of those games you can load in -and play immediately — unlike *Flyer Fox*, the other flight game for the 64 reviewed here.

Graphics are up to standard for the 64, although I would have liked instrument graphics to be bigger and bolder.

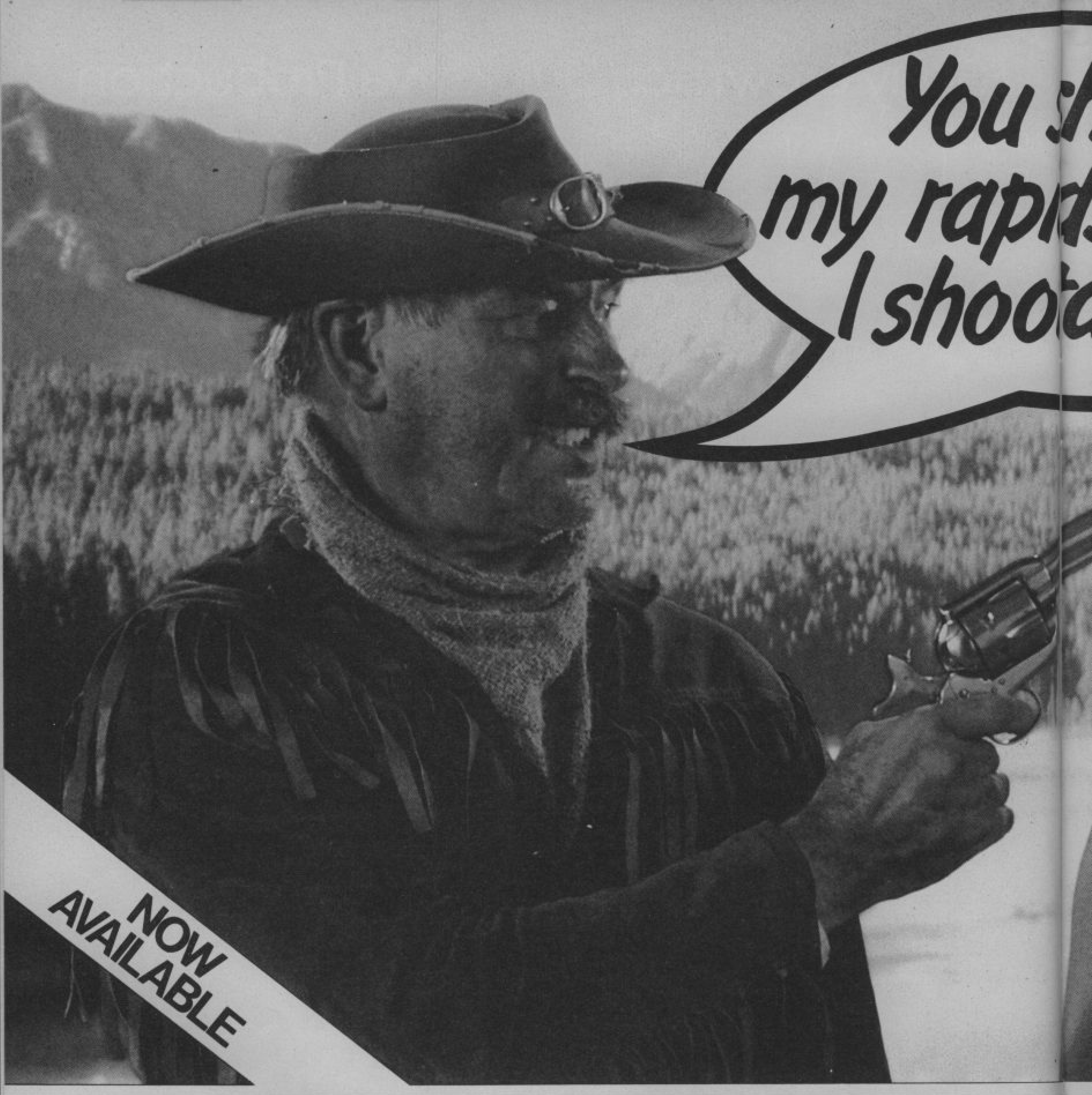
And who added the dreadful music which plays while the game loads and continues over the title screen? I think the game could definitely do without this!

Fighter Pilot is a game for flying addicts or simulation freaks who like a game which they can really get your teeth into.

• Graphics	8
• Sound	7
• Value	8
• Playability	9

Reviews continued on page 101.


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CLIFF HANGER

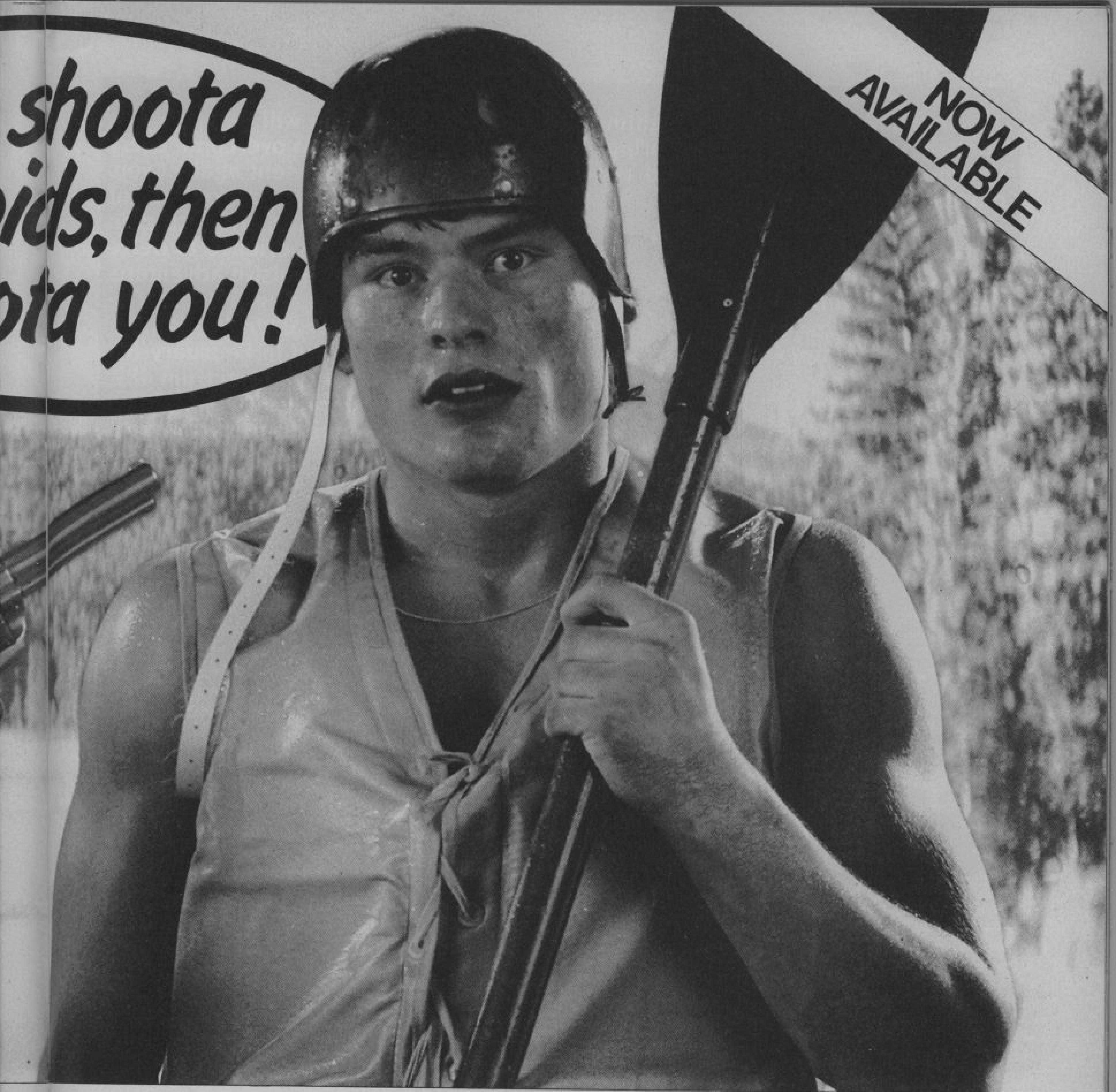
AUTHOR – JAMES DAY ORIGINAL MUSIC – BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings – but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95.**

Selected titles of New Generation Software are available from your local computer store and larger branches of: John Menzies WHSMITH Boots WOOLWORTH Spectrum



Shoot the Rapids

AUTHOR – PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with Shoot the Rapids.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, Shoot the Rapids is probably the best sports action simulation game devised to date. Available from any good software store for just **£7.95.**

New Generation Software

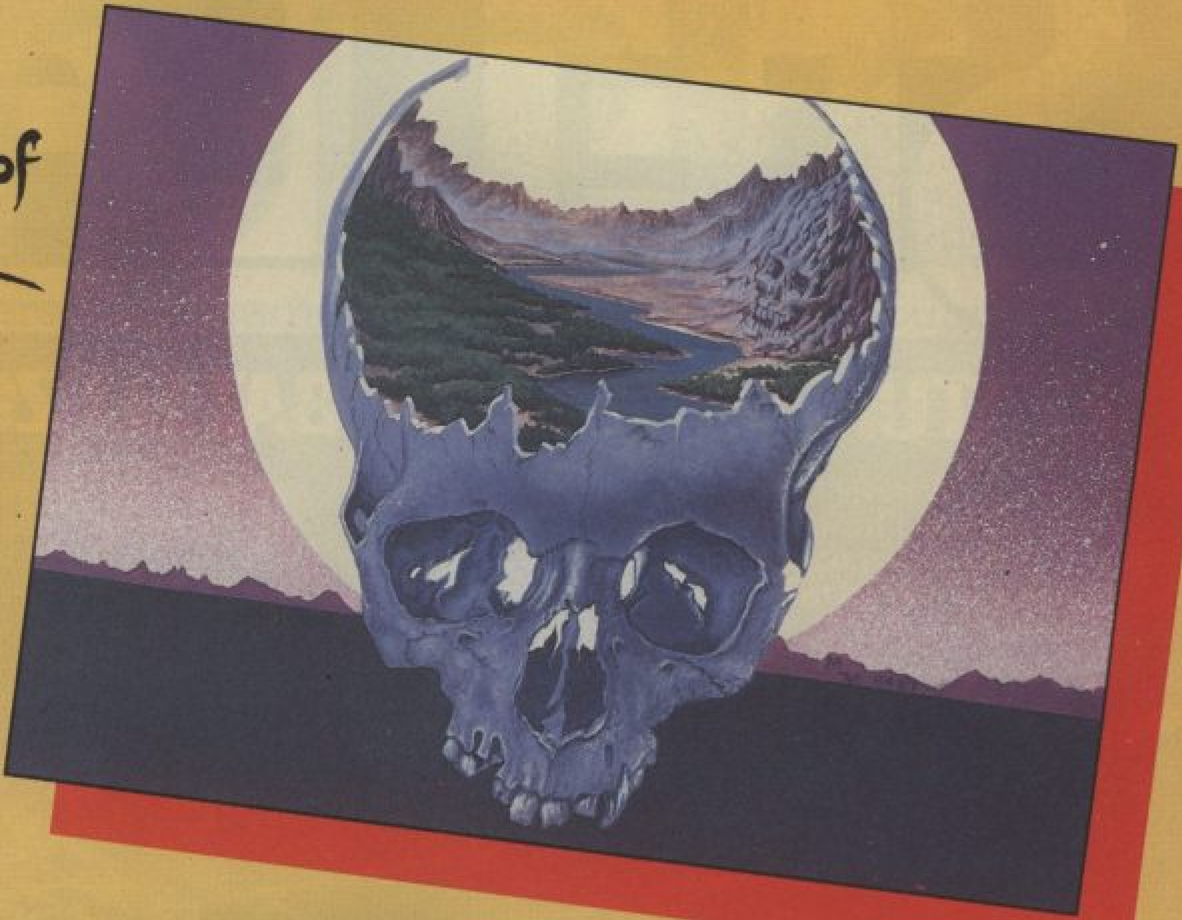
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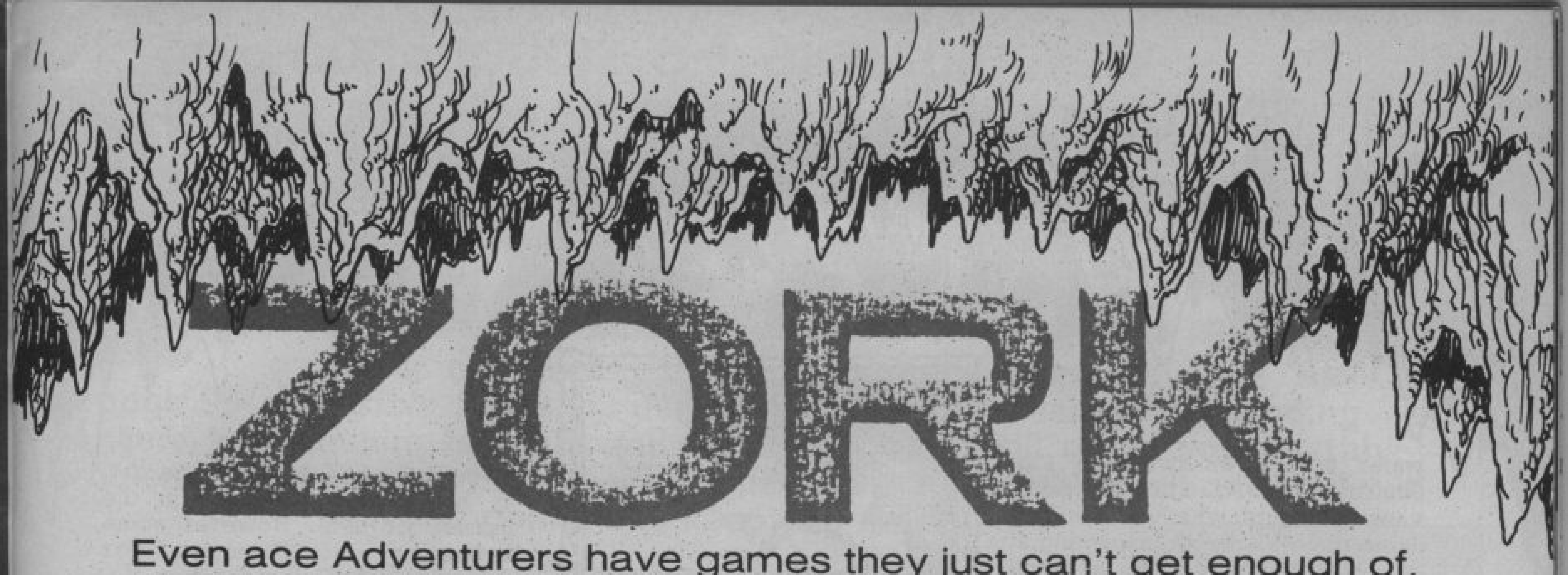
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ZORK

Even ace Adventurers have games they just can't get enough of. And *C&VG's* Adventure Wizard, Keith Campbell, is no exception. He has a passion for the giant *Zork* trilogy. Here Keith takes you on a tour of the Great Underground Empire and reveals why he thinks the *Zork* trilogy is so fantastic!

Way back in the May 1983 issue of *C&VG*, I devoted a small corner of my column to a review of a game called *Zork*. The game was little known at that time simply due to the fact that it was, and it still is, available only on disc.

With the advent of cheaper drives and conversions to more machines, all has now changed and *Zork* is played and enjoyed by many Adventurers.

For those unfamiliar with *Zork*, it is a very large text Adventure that comes in three parts. It must be played with the disc in the drive, since it is so complex that there is not enough memory in the computer for all of it to be loaded simultaneously.

The *Zork* programs therefore read text and other data from the disc as and when they need to. In fact, there is so much text that playing *Zork* is almost like reading a book — but the "happy-ever-after" ending is not so easy to reach!

***Zork* is an adaptation of the original *Decus Dungeon* available for mainframe and mini-computers. The adaptation is not an exact copy, since in *Dungeon* all the locations are contained within one game. Obviously, in the *Zorks* they are not and the plot changes slightly, too. It was playing *Dungeon* on a mainframe that inspired Scott Adams to create Adventures on a microcomputer and, with *Zork* now running on microcomputers, the cycle is complete!**

***Zork* is produced by Infocom for a wide range of machines: Apple II (32k 16 sector), Atari 400/800 (32k 810 disc), IBM PC (48k), TI Professional, DEC Rainbow, NEC PC-8000 (56k PC/M), NEC APC (CP/M 86), CP/M (48k 8" disc version 2.0 and above), and PDP-11 (RT-11, RX01 disc or under RT-11 emulator.)**

***Zork 2* and *3* are also available for TRS-80 Model 1 and Model 3 (32k disc), whilst Radio Shack have exclusive distribution rights for *Zork 1* for those machines. Similarly, Commodore have exclusive distribution for all three *Zork* Adventures for the Commodore 64.**

It is true to say to CBM 64 owners that, at £11.99 per *Zork*, compared with about £30 plus for other systems, you get a game whose complexity, excitement and humour far outweighs any other Adventure game you are likely to be able to buy for more than double that cost — if, indeed, there is one.

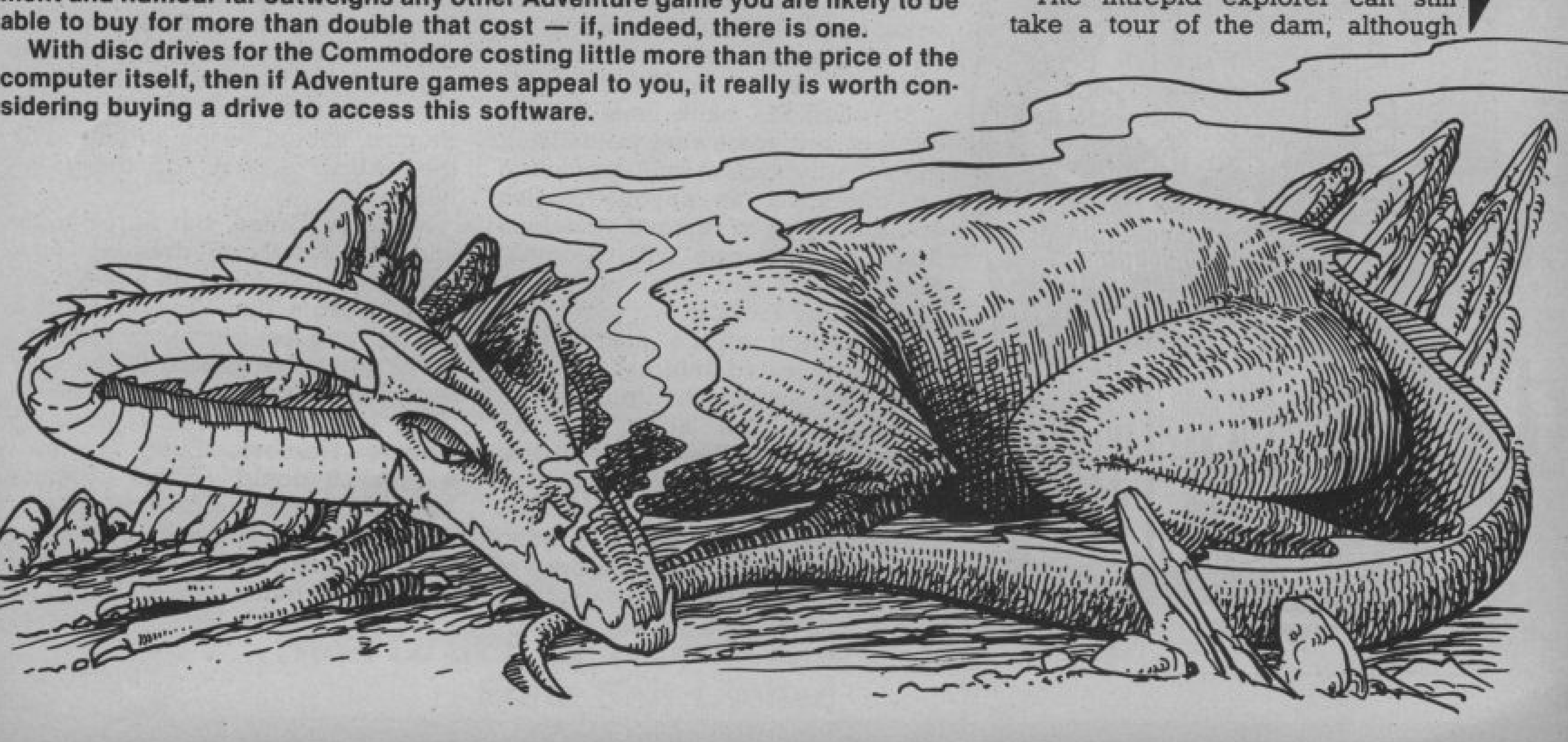
With disc drives for the Commodore costing little more than the price of the computer itself, then if Adventure games appeal to you, it really is worth considering buying a drive to access this software.

Zork is situated in a huge cavern under a breathtaking canopy of rock, more or less to the west of the Aragain Falls. The Great Underground Empire, now extinct and in a state of decay, is inhabited by fearsome Grues who are likely to attack under the cover of darkness.

This is the land where all the *Zork* adventures are based. They are among my favourite Adventure games of all time — and here I'll attempt to tell you why! Firstly, I will describe The Great Underground Empire — and then give you some useful playing hints gleaned after hours playing this mega-series. Be warned — if you start playing *Zork* you may never want to stop!

Once rules by the great Lord Dimwit Flathead the Excessive, the empire boasted an advanced technology long since decayed and fallen into obscurity. Examples of some of the awesome engineering feats of the Zorks are a magnificent aqueduct and a mighty dam across the Frigid River.

The intrepid explorer can still take a tour of the dam, although





water now flows over the top. Similarly, the aqueduct is worth viewing, though whether its mighty stone trough is worth inspecting at close quarters is a matter of much debate!

So proud were the Dimwits of their achievements that they even built a technology museum. Only three exhibits now remain, but one of them is in surprisingly good shape for its age. Unfortunately, its purpose has long since been forgotten, although many an Adventurer will no doubt discover how to operate it — possibly to his cost.

These technological marvels were enhanced and augmented with the magic of the day. Many advanced products were marketed by Frobozz, a company specialising in magically operated devices. Some are still to be found lying around and can even be used by Adventurers clever enough to discover how.

Lord Dimwit Flathead The Excessive.



Illustration: John Higgins



J. Pierpoint Flathead.

Frobozz products ranged from large devices, such as a Magic Well, to the day-to-day consumer goods like Magic Gunk and Grue Repellent — an invaluable aid in failing light.

Zork had its economy well organised, the local currency being the Zorkmid. A 10,000 Zorkmid piece was a priceless coin, being octagonal in shape and bearing the legend "In Frobs we trust". The fiscal system centred around the great Bank of Zork, where the portrait of its late founder, J. Pierpont Flathead, can still be found hanging above his desk. A somewhat controversial character and endowed with more Zorkmids than were good for him, J.P. wrote an autobiography entitled *"I'm Rich and You Aren't — So There!"*

Although the bank itself is now defunct and somewhat vandalised, the security system still appears to be operative, as anyone foolish enough to try to remove valuables from the premises will discover. Needless to say, the vault was supplied by Frobozz.

Exploitation of the man in the street by vested interests doesn't seem to have changed much throughout the ages, as the Adventurer will likely discover that the excessive Flatheads, dimwitted as they were, had a magic swindle going. This had the effect of lining their own pockets at the expense of the Bank's customers.

The Zorks had their religion, too, its beliefs now forgotten in the passing of time. However some evidence still remains. For example, their Commandment No. 12592 held a stern warning for those "... who go around saying unto each other 'Hello Sailor' "

The aristocracy of Zork enjoyed the good life, with well laid out gardens complete with topiary and lawns bordered with roses (some of them perfect). A favourite pastime of the excessively rich and idle was to take tea in the summer house. Such occasions were responsible for the birth of legends, for it is said that more than once a Unicorn had been spotted by an observant Zorker whilst taking tea.

The Great Underground Empire is dead. Or is it? In the shadowy hillsides, faint footsteps can sometimes be heard. Lurking in a dark corner is a sneak thief, ready to pounce.

A mysterious Viking boat looms silently up out of the mists on the Flathead Ocean.

A young girl weeps quietly to herself, imprisoned in a cave. Fresh blood drips from a sacrificial altar ...

Things are a-stirring down there — will YOU be brave enough to enter the Great Underground Empire?

PLAYING ZORK

To play the game of *Zork* gives the Adventurer a chance to visit and enjoy all the historic and beautiful places in the Great Underground Empire, should he be so bold. For the G.U.E. is not for the faint-hearted.

Not only Grues, but fierce trolls and fire-breathing dragons now roam the land. Many an adventurer running from pursuit, may meet a hungry end lost forever in a maze.

An additional hazard is the very weakness of the rock strata in which *Zork* is situated, being prone to severe tremors. Even a small explosion could cause a major collapse within the cavern, making whole areas impassable.

To explore the depths of *Zork*, for it is a deep game, you will need all

Commodore 64, available Now

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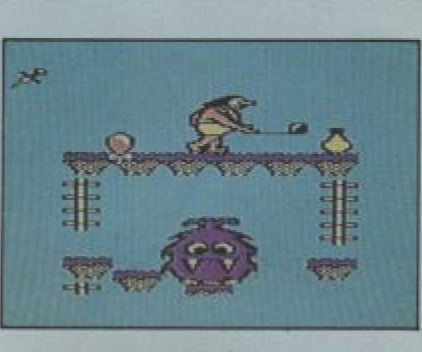
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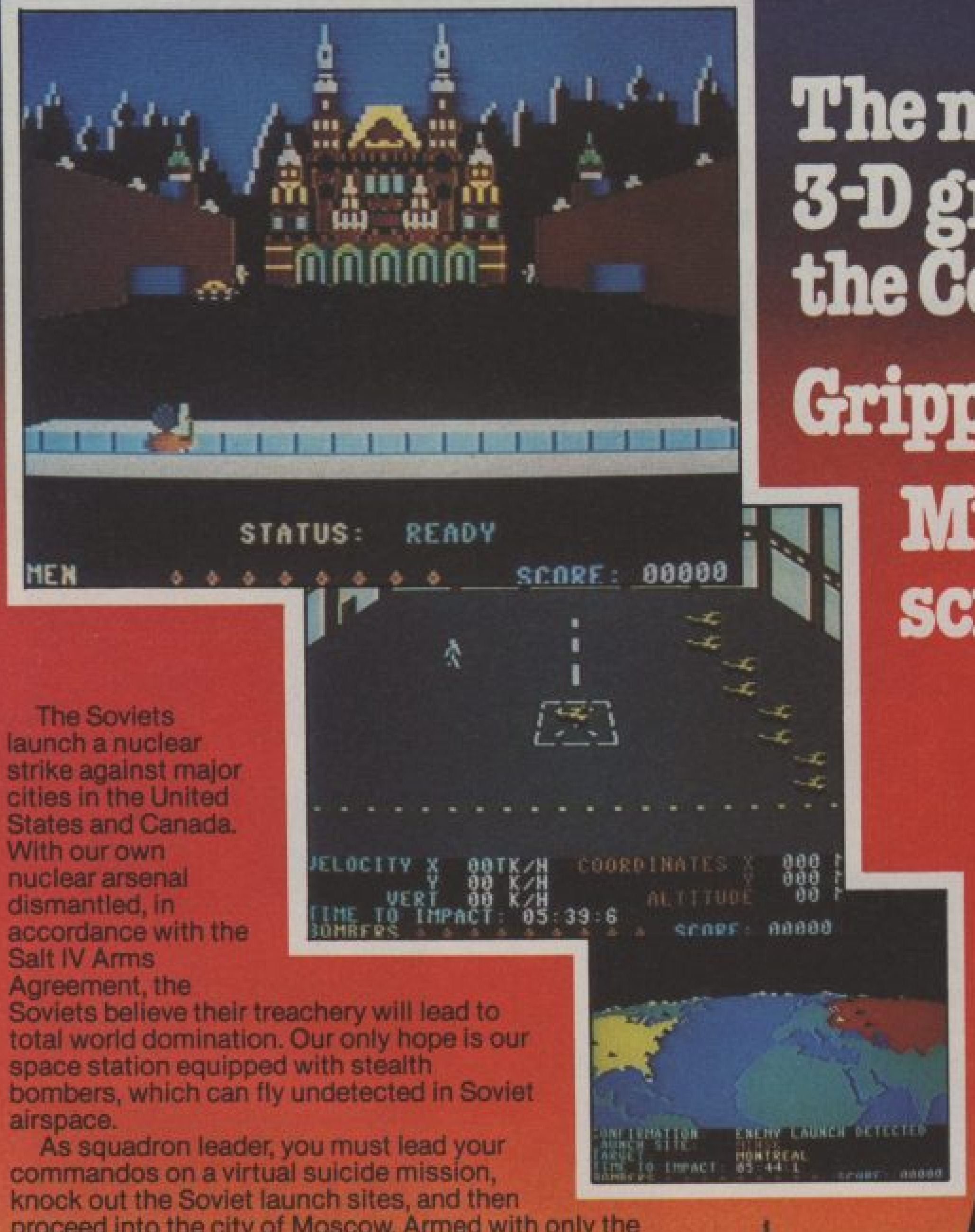
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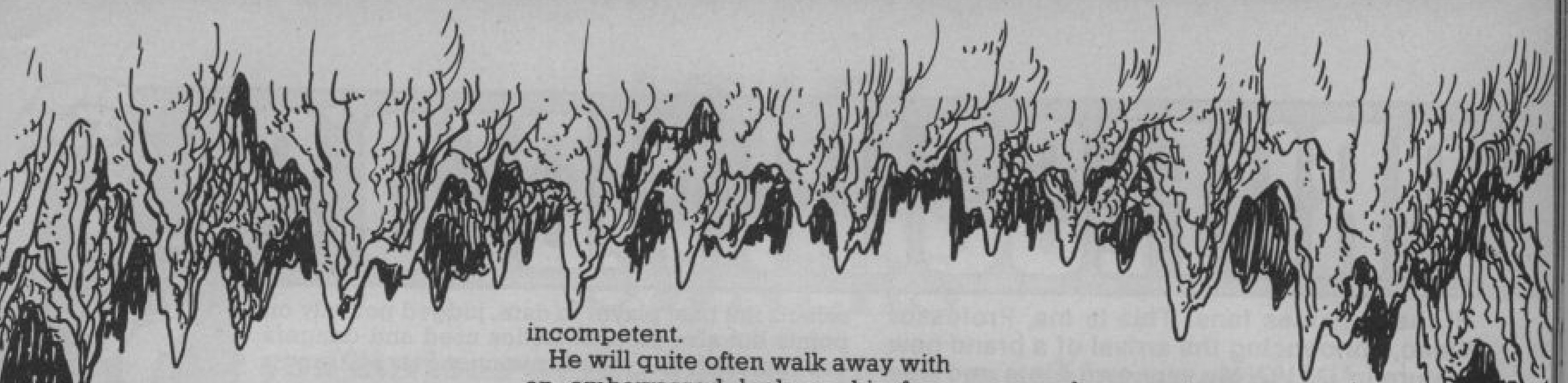
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parts of the trilogy. Although each is complete in itself, it is more satisfying to play them in sequence. However, the games are not spoiled by playing all three over the same period of time. If you get stuck in one, then you can press on with another in the meantime!

Zork 1 takes you into the Great Underground Empire, should you



A Grue.

be observant enough to discover its entrance. Treasures must be collected and stored in a large trophy case. However, some points are awarded for solving the puzzles and obtaining the treasures, as well as actually storing them.

In *Zork 1* you will, among other things, have to carry out maintenance work at the dam, visit the mine, and go into the Temple where the Zorks worshipped. Travel the Frigid River, cross the Rainbow and enter Hades — if you can!

Zork 2, although once part of the game *Dungeon,* is a game that seems to have a different character. I found it slightly more interesting — but certainly no easier! Here you will meet up with the Wizard of Frobozz, who appears unexpectedly to cast one of his spells on you. You may be lucky, for as wizards go he is rather incompetent.

He will quite often walk away with an embarrassed look on his face and smoke pouring out from the sleeves of his cloak, having had no effect.

You will have to do battle with the dragon, answer a riddle, and then solve another puzzle . . . Well, I will leave you to figure it out for yourself.

The Lizard guardian poses a particularly sticky problem, but perhaps the climax and high point of the Adventure begins when you enter the great bank of Zork itself.

Zork 3 is entirely different. Here you may well be dashed to death on the rocks below the mighty Flathead cliffs, or meet an untimely end at the sword of a mysterious hooded figure.

In *Zork 3,* you must learn how to become the Dungeon Master and possibly this one holds the greatest fascination of all. Will you discover how to steal the crown jewels, or find the purpose of the beam of read light? How will you use a very strange key, whose shape is constantly changing?

All parts of the Zork trilogy accept complex sentences as input commands and allow for other expressions such as GET ALL, VERBOSE (to always get the maximum text), SUPER-BRIEF (the opposite), and SCRIPT (to record play via the printer). The programs are in machine code, but some delays are noticeable when the disk is being accessed.

I played *Zork 1* on a TRS-80 Model 3, and all three *Zorks* on a Commodore 64.

One annoying feature I found on the 64 version was that, occasionally, when I died, the computer announced END OF SESSION and locked up, requiring a reload (1.5 minutes from disc!). Otherwise, as far as I could tell, both versions were identical in play — the responses were identical, word for word and I assume this goes for all versions.

If you like a meaty adventure, then *Zork* will certainly give you more to chew over than practically any other Adventure I can think of! *Zork* will amuse, entertain, baffle and frustrate you for months and months.

THE BOOKS

Zork was written by Mark Blank and Dave Lebling, who also wrote Infocom's *Enchanter. Sorcerer,* the sequel to *Enchanter,* was written by Steve Meretzky, who has also written three books based on the *Zork* theme.

These are entitled *Zork 1 — The Forces of Krill, Zork 2 — The Malifestro Quest* and *Zork 3 — The Cavern of Doom.* They are multiple-choice childrens' stories featuring Bill and June who find a glowing sword under a bush. "An ancient sword of elvish workmanship!" says Bill. Before long there is a blinding flash and . . . you've guessed it!

A choice of action is offered every two or three pages and the reader is directed to the appropriate follow-on page. The stories don't really follow the Adventure games as such, but nevertheless, a few clues might be picked up, such as how to get into the dungeon.

Possibly a useful introduction to Adventuring for young children, the books are published by Puffin, priced at £1.25.

Wizard of Frobozz.



PROFESSOR VIDEO'S GAMES WORKSHOP



Hi there, games fans! This is me, Professor Video, announcing the arrival of a brand new feature in *C&VG*. My very own hints and tips page! Each month I'll be picking out the best of your game playing tips and printing them on this page. The top tip each month earns the sender a crisp £5 note! So if you can't resist the bribe, send your tips off today to Professor Video's Games Workshop, *Computer & Video Games*, 30-32 Farringdon Lane, London EC1R 3AU. We kick off this first column with tips on Acornsoft's mega-game *Elite*, currently riding high in the charts.

ELITE

These Elite tips come from G. King from the city at the centre of the universe, Croydon! Mr King is the first *C&VG* tipster to get the Prof's fiver. He kicks off with a warning about a bug.

- Where a trade will net more than 6000 credits, the program grossly undercalculates. While you can carry 199 kg of Platinum, you won't get the price on resale. Hope for 80 credits on resale and buy only 65 kg.
- While direct assaults on space stations have predictable results, attacking innocent ships in the safety area can bring the Vipers out too! Even if you manage to wipe out all the Vipers you won't be allowed into the space station. You'll break up when you hit the doors of the docking bay! You should guess this when your docking computers malfunction.
- Some obvious points regarding the display. On the short range chart the "circle" represents your fuel line. Escape pod pressure is denoted by a shift from green and yellow to blue and white.
- If you haven't already guessed, the alien items you "scoop" are Thargons from the alien mothership — floating around after the mothership dies.
- Justice for all! Pirate and police escape pods if "scooped" are "slaves" but, unlike alien items, count as normal tonnage.

TACTICS

1) You are a trader first and foremost so a ship with a large cargo bay is the first priority.
2) Furs, liquor, computers and narcotics are THE items to trade. Precious gems and metals are a sideline.
3) Find a good trade area to work — and work it for as long as you can stand it!
4) Mr King is currently working on galactic chart four which includes Qutius, Erlien, Zaonbi, Attendzia. All except Zaonbi are poor agricultural planets. Zaonbi is a rich hi-tech planet. All are fairly safe planets except maybe Attendzia which is in a state of anarchy.
5) To deal only in narcotics is very foolish. Hide it under some furs or computers. 20 tons of narcotics can be moved about fairly easily. 35 tons never arrive!
6) Crimes are soon forgotten and "offender" status is normal. But don't shoot at the police until they shoot at you!

Thanks Mr King! You can add £5 to your credit total.

Elite players are being encouraged to send their scores to Acornsoft and each month a specially convened Order of Elite committee selects the best player to date, judged not only on points but also on skill tactics used and dangers encountered. The monthly winner gets £100 and a silver Order of Elite badge.

Acornsoft are also planning a tournament for the best players to compete against each other. Watch out for details in *C&VG's* Games News pages.

AVALON

Following up the map of *Avalon* which appeared in our December issue, F.R.B. Fearns wrote in with a list of hints to increase your enjoyment of the game.

- You may have found a large key in the Gatehouse Level. Use this to open the locked door which leads to the Wayroom. Give the key to the wizard who appears and he will give you a pile of gold coins.
- Take the coins to the room in the caverns of doom where you received the Waystone spell and give them to the wizard you find there. He will give you more coins which you need to get another spell once you reach the Mines of Madness.
- Next to the room with the energising mushroom is another room with a bottle in it. This bottle can be opened with the axe which can be found nearby. But you could be in for a surprise if you open the bottle! You can also use the axe to open a chest — but not in the way you think.
- Some doors will not appear until you have solved a particular puzzle has been solved.
- Once Maroc has the missile spell, he can use it to destroy goblins and Guardians. Later you may discover a device that will destroy all your enemies.

UNDERWURLDE

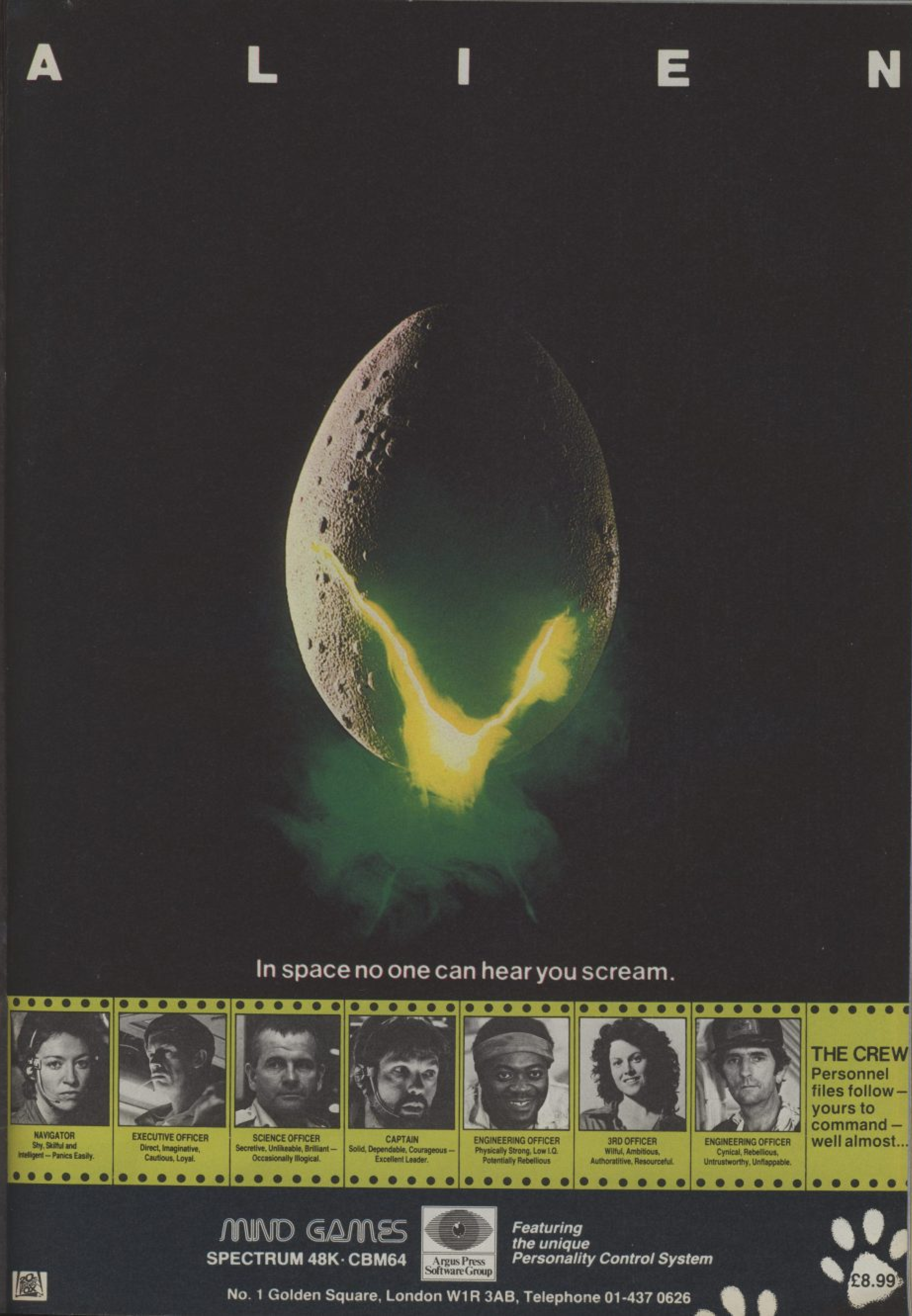
One of Professor Video's most avid students, known only as Des Claypole from Peterborough, has been hard at work beating Ultimate's *Underwurlde* and has passed on a few tips to an amazed Prof.

Des says that there are four weapons — a catapult, a bow, a knife and a burning torch. The Sabreman can only carry three at once but — never fear — help is here! Des says to drop the catapult as it has no specific purpose. You'll need the other weapons to deal with specific monsters.

In the *Underwurlde*, you often have to use a rope to descend a long way — but never use a rope to go up. Always use a passing bubble. That way, if you get knocked off, you can always grab at the rope as you fall. All the ropes obey the basic laws of physics. A long rope will swing slowly, a short one quickly. You can use this to your advantage. While hanging from a long rope, set it swinging — then in one movement shorten it and let go. If you have timed it right, you will be hurled most of the way across the next screen.

The various diamonds lying around not only add to your score when picked up but also add to your percentage and make you invincible until the counter on the screen ticks down to zero.

The Prof will bring you more from Des in the *Underwurlde* next issue!


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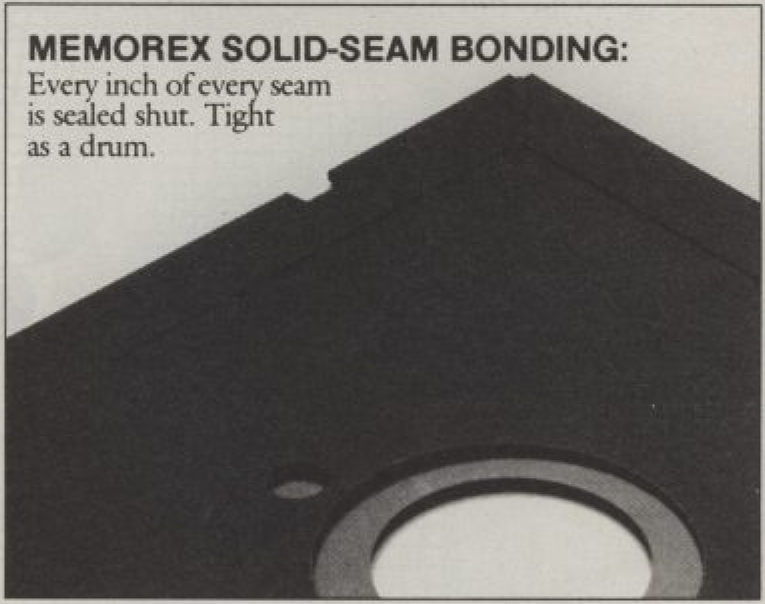


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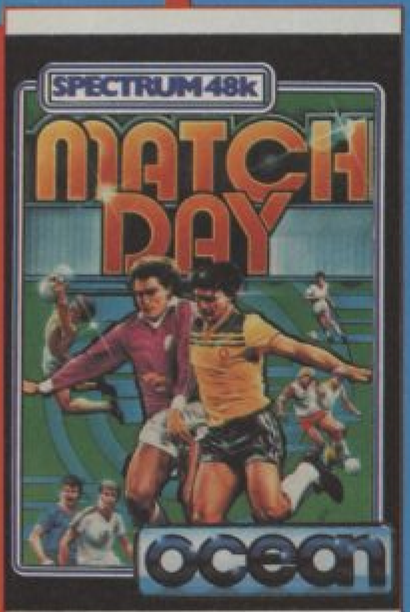


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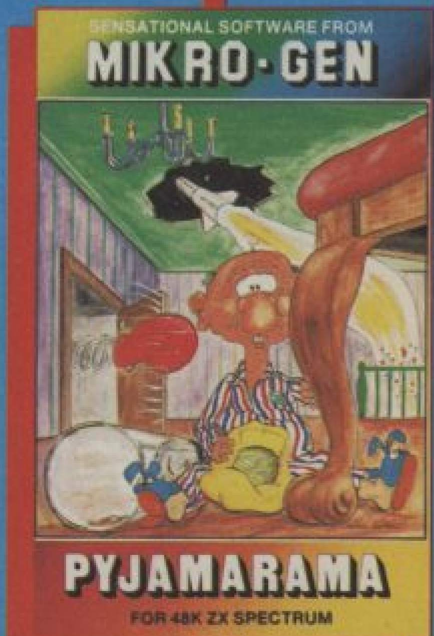
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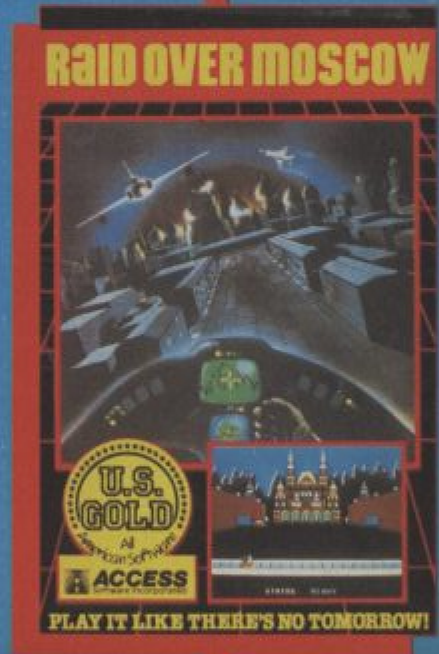
DAILY Mirror / COMPUTER & VIDEO GAMES

SOFTWARE TOP 30

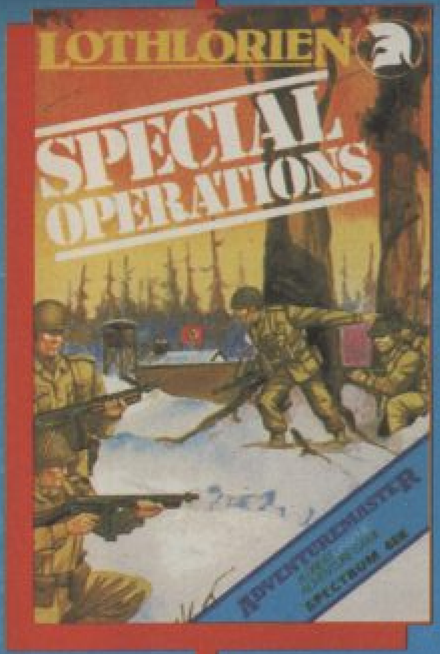




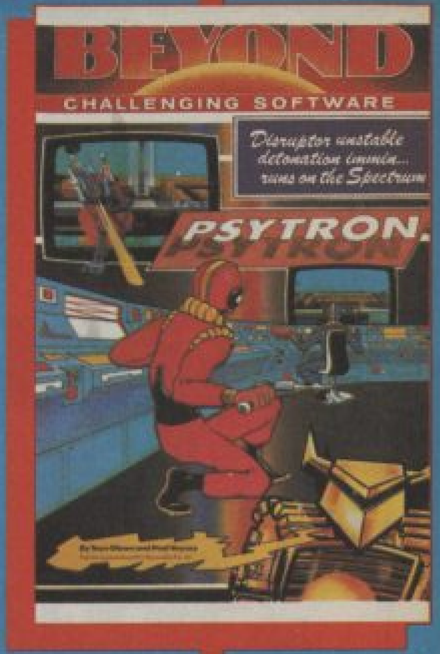


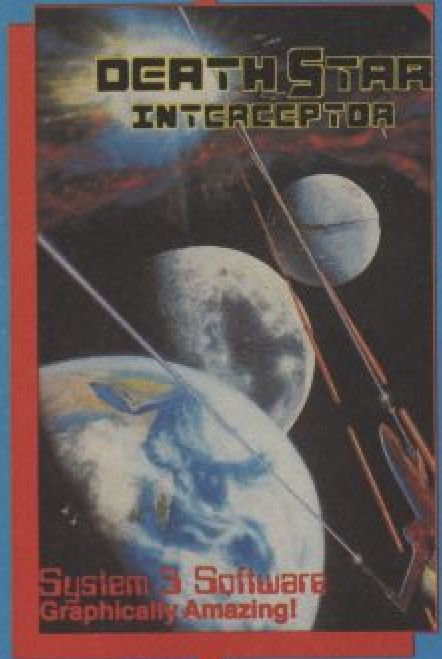


THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
					(Also Available on)								
1	1	7	DALEY THOMPSON'S DECATHLON OCEAN	SPECTRUM	●		●						
2	–	1	GHOSTBUSTERS ACTIVISION	COMMODORE 64			●						
3	19	2	KNIGHT LORE ULTIMATE	SPECTRUM	●								
4	3	5	ELITE ACORNSOFT	BBC				●				●	
5	2	8	DALEY THOMPSON'S DECATHLON OCEAN	COMMODORE 64	●		●						
6	–	1	BOOTY FIREBIRD	SPECTRUM	●		●						
7	18	2	BACK PACKER'S GUIDE TO THE UNIVERSE FANTASY	SPECTRUM	●								
8	10	13	BEACH-HEAD U.S. GOLD/ACCESS	COMMODORE 64	●		●						
9	5	5	CHILLER MASTERTRONIC	COMMODORE 64			●						
10	–	1	CYCLONE VORTEX	SPECTRUM	●								

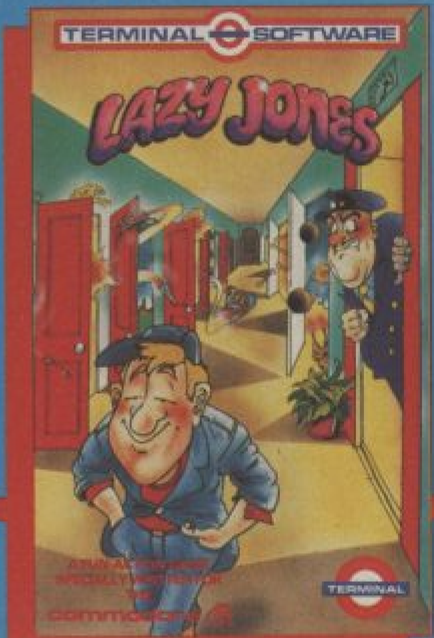


8	10	13	BEACH-HEAD U.S. GOLD/ACCESS	COMMODORE 64	•		•						
9	5	5	CHILLER MASTERTRONIC	COMMODORE 64			•						
10	–	1	CYCLONE VORTEX	SPECTRUM	•								
11	7	2	SELECT ONE COMPUTER RECORDS	COMMODORE 64	•		•						
12	6	2	UNDERWURLDE ULTIMATE	SPECTRUM	•								
13	9	7	WANTED MONTY MOLE GREMLIN GRAPHICS	SPECTRUM	•		•						
14	–	1	SKOOL DAZE MICRO SPHERE	SPECTRUM	•								
15	22	5	BEACH-HEAD U.S. GOLD/ACCESS	SPECTRUM	•		•						
16	23	2	SUICIDE EXPRESS GREMLIN GRAPHICS	COMMODORE 64			•						
17	–	1	SELECT ONE COMPUTER RECORDS	SPECTRUM	•		•						
18	15	7	WANTED MONTY MOLE GREMLIN GRAPHICS	COMMODORE 64	•		•						
19	–	1	INTERNATIONAL SOCCER COMMODORE	COMMODORE 64			•						
20	11	3	BMX RACERS MASTERTRONIC	SPECTRUM	•		•						
21	–	1	ZAXXON U.S. GOLD/ACCESS	COMMODORE 64			•						
22	30	2	STEVE DAVIS' SNOOKER C.D.S. MICRO	SPECTRUM	•								
23	4	3	COMBAT LYNX DURELL	SPECTRUM	•		•						
24	–	1	BRUCE LEE U.S. GOLD/ACCESS	COMMODORE 64			•		•				
25	–	1	BATTLE CARS GAMES WORKSHOP	SPECTRUM	•								
26	–	1	JET SET WILLY SOFTWARE PROJECTS	SPECTRUM	•		•						
27	–	1	SOLO FLIGHT U.S. GOLD/ACCESS	COMMODORE 64	•		•						
28=	–	1	DOOMDARK'S REVENGE BEYOND	SPECTRUM	•								
28=	–	1	EUREKA DOMARK	SPECTRUM	•		•						
30	–	1	ALCATRAZ HARRY MASTERTRONIC	SPECTRUM	•								

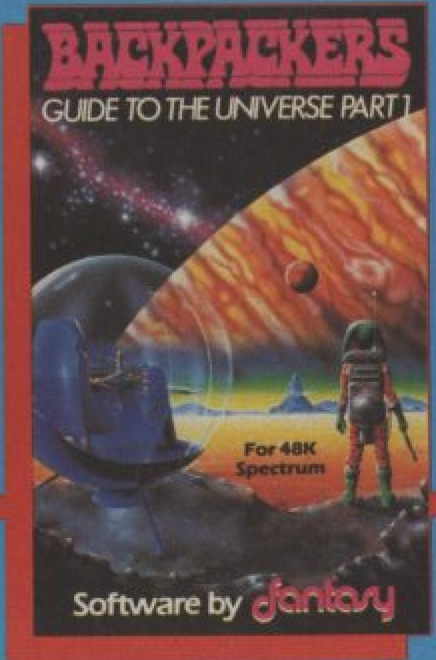




★NEW



Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.







WHODUNNIT?

Aboard the airship Zinderneuf, bound for New York, one of the 16 passengers is murdered. A web of mystery and intrigue must be unravelled and, as you are a famous detective, you must live up to your reputation and do this before the ship docks at its destination. In fact, you have 12 game hours, or 36 minutes real time, to come up with an accusation.

Murder on the Zinderneuf is a whodunnit in the classic style, set in 1936. Whilst not strictly in the Adventure format, it is certainly a mind game, and has features in common with *Sherlock*.

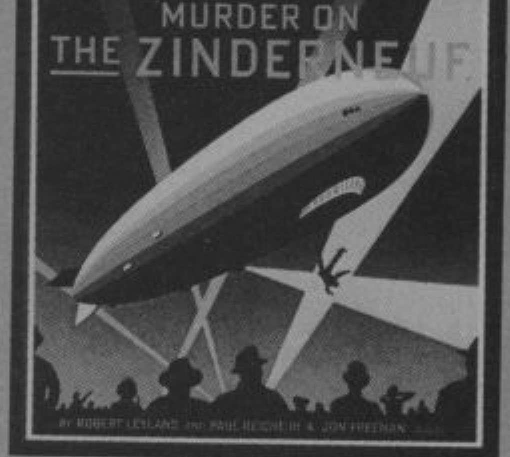
Sherlock is one character you can't be, although there are eight detectives to choose from. Each has his or her own inimitable way of interrogating a suspect and the approach taken will determine the outcome of your questioning. The detectives are fictitious characters, so how will you decide who to choose? Miss Agatha Marbles may be stern, sympathetic, helpless or polite, whilst Achille Merlot, the SWISS detective, has a different attribute list. Oh, so you do know about them after all?

The game proper commences by announcing which of the passengers has disappeared: "Sally Rose has vanished. The honour of the Surete is in your hands!" for example. No prizes for guessing I had chosen to be the clumsy Klutzeau!

Next a plan of the airship is displayed. This is a long vertical plan, only a section of which fits on the screen, and so movement of the figure of your chosen detective is achieved by joystick control. As you approach a boundary, so the plan scrolls up or down accordingly.

Each passenger has a separate cabin and these may be entered and searched for clues. The passengers, of course, are not restricted to their cabins and move around the ship's corridors, visiting the lounge and dining room, and possibly even each other's cabins.

The passenger list is very colourful. For example there's Felicity Sucrose, a sweet young thing of 18 and daughter of Margaret Vandergilt, also on board. Felicity, always surrounded by suitors, was educated at boarding school at Brighton — Roedean, no doubt! Her mother, meanwhile, is divorced and twice widowed and a patron of another passenger, Vincent Van Wente, a



somewhat effiminate artist. So the list continues, unfolding a complex web of relationships linking them all — fertile ground for motives indeed!

The choice of whether to ignore or accuse a suspect, or to question them about what subject and in what manner is made from a "pick list" which is highlighted and the joystick moves the highlight. Selection from the list is made by pressing the button and this I found to be a very effective way of operating the game.

Zinderneuf is different every time it is played. It has a Cluedo-type approach — the victim, the murders and, of course, the motive, vary from game to game. As the game is on disc only, the suspect's replies and various clues are well varied, since each replay reloads data from the diskette before play can recommence. During play, however, all is in memory and so there are no disc reading delays.

Coming from the States, the packaging, needless to say, is superb. It includes a comprehensive booklet, giving a complete rundown on the curriculum vitae of the detectives, plus the characteristics of and relationships between the passengers. The game is easier and much more fun when you are familiar with them. The booklet also gives detailed instructions and tips on how to question suspects, how to search for clues and, in particular, how to discover one key clue called the "motive clue".

Murder on the Zinderneuf is for the Commodore 64 from Electronic Arts.

A PRICE FOR THE SPECTRUM!

Adventurers often gather together to pit their wits against a common enemy — the programmer! However, in *The Prince*, you will find a game in which such a group are mutual enemies.

This is a four-player game with a very original approach. The objective of each player is to get hold of four tokens, then gain an audience with the Prince to claim the title of Lore Master. In order to do this, he may call upon the help of a personal Hench and Spy. A Hench, in case you didn't know, is a thieving mugger!

The adventure window takes the form of a sheet of parchment, upon which words are displayed using a medieval character set. The game opens offering each player in turn, a choice of three different characters in each trade. These are displayed graphically and their ability is described in some detail. Right nasty looking characters some are, too!

Next, each player may spend money on a selection of objects, then play commences. Input is in plain English, as in a normal Adventure, but there are some very unusual commands. You may call upon the services of your Spy and Hench to do your dirty work. Thus, you can steal objects carried by your opponents and do all sorts of other nasty things to hinder your opponents. In addition to all this, you may confer with any or all of your fellow players to decide a strategy. You can swap objects or perhaps gang up to plot the downfall of another!

Each player is given his own pass code, so no player is allowed to watch the others during their turn at the keyboard.

I have only two points to criticise. First, you must have four players for there is no option for less. Second, the instructions and rules, which are necessarily quite complex, are printed on an elongated extension of the inlay. These really warrant a small booklet in which they could be laid out in a more easily referenced form.

The Prince is for 48k Spectrum from Cases Computer Simulations Ltd.



ANOTHER AZTEC!

One could be forgiven for wondering why *Aztec Tomb* is so called, certainly in the early stages of the game, for it commences in the dining room of a very ordinary house in an Amazon rain forest. There's nothing like doing a little research before setting out to write an Adventure game, so a T-shirt for the first person to write in and tell me what doesn't ring true!

Back to the game! You set off from the dining room and a ladder offers a route up to a loft, wherein lies a wooden chest — locked of course!

Naturally, your instincts tell you that there has to be something fairly essential inside and so you set about finding a key. This involves a thorough search of the house and either a little luck, or the adventurer's tendency to extreme curiosity.

Although the problems at this stage are fairly simple, they are nicely placed so that the player is led back and forth in search of objects still hidden, because they weren't needed at the first pass through.

Aztec Tomb has instant graphics that are passable but not special, although they do display instantly. They also react to the game, so that if a drawer is opened, it will be shown as open. This saves the poor adventurer getting bruised, as he can decide at a glance whether or not to negotiate a door without first opening it!

Commands are of the two-word variety and most of the necessary words are included in the program's vocabulary. The method of displaying the text response is quite unusual. Without scrolling, your last command is kept on the screen until you start to enter your next one. This is a point all too often overlooked, but an important one. During the player's pause for thinking, it is all too easy for him to forget his previous command, especially if it was a move — quite often he will want to return whence he came.

There is a sometimes-quite-helpful HELP feature and a useful EXAMINE. When used in the right circumstances, EXAMINE nicely reveals further hidden clues and objects that a mere superficial glance will not disclose. In fact, without examining things carefully, you will not get very far.

All in all, despite the discrepancy, I liked the way the game played.

By contrast, *Aztec Tomb Revisited (Part 2),* is a completely different animal. It turbo-loads and first announces its arrival into your Commodore by telling you who is responsible for the "games design and codeing". Oh dear! No T-shirt for that one!

The game features a formatted screen containing neat boxes for command, exits, game response and location, inventory and visible objects. There is also a box telling you how much cash you carry, (how do you spend cash in a tomb?) and, believe it or not — amongst all this, a graphics window! I measured the graphics box and, on a 14 inch TV screen, it was all of 4.5 x 8 cm! From that you will infer that any "picture" shown is just a representational blur.

In *Part 2,* the vocabulary is sparse (no GET, only TAKE, for example) and the last command is wiped clean as quickly as the processor can do it. The locations seem to have no coherent continuity and — worst of all — I innocently took one of the directions listed and was rewarded by the immortal words *YOU HAVE WALKED INTO THE TRAP.* Well, I should have been more careful, shouldn't I?

Part 2 is not for me. I doubt if it is for you!

Aztec Tomb Parts 1 and 2 are for the Commodore 64 from Alligata Software, priced £7.95 each on cassette, £11.95 each on disc.

AZTECS EVERYWHERE!

"Games with a little bit more," reads the slogan above the title *Aztec — Hunt for the Sun God.* This is a game whose text input is by single keystroke, decoded by using a single strip overlay above the top row of keys on the Spectrum. The commands covered are TURN (left and right), MOVE (forward), BRING ALONG, LEAVE BEHIND, EAT/DRINK, etc.

Movement is on a 10 by 10 grid from which you can see a widening perspective view in a forward direction. To the right of the view is a pictorial list of objects carried, an updated compass showing north and a sun which slowly sinks, timing you out. Below is a text window which reiterates your abbreviated commands in full and gives you the relevant replies.

Your objective, as a young Aztec coppersmith, is to find the sun which hasn't risen this day over your village.

The Aztecs, since they're into sorcery, might be expected to have use of spells and indeed there are various of these at your disposal. To use them, you must refer to a special chart supplied on a poster contained in the pack.

The game is primarily intended as an introduction into adventure for children.

I found that a great deal of concentration was needed to keep track of my whereabouts on the grid. You are advised to draw out your own blank grid and plot your way around. I certainly wouldn't have managed without taking this advice, so it is, perhaps, a pity that a pad of printed grids is not supplied.

Once on the move, I found it difficult to relate the pillar which limits movement to the scenario described in the instruction booklet — it just didn't have the feel of the village and mountains described. Although the mode of movement and display of graphics is similar to that in *Lords of Midnight,* there is nowhere near the feeling of wide open spaces imparted by *Midnight.* Whereas *Midnight* gives the feeling of infinitely variable control, *Aztec* movement is in discrete "chunks." In fact, it plays more like a perspective maze Adventure, such as *Asylum,* but nowhere near as devious.

Nevertheless, it is a well-produced game that should give considerable enjoyment to children, for whom it is primarily intended. The aim is to teach spatial awareness and logical reasoning. I wonder if they need this educative approach? Seems to me that many kids are quite capable of finding their way around and solving the most complex Adventures without any weaning!

Aztec—Hunt for the Sun God is for the 48k Spectrum, priced £7.95 and Commodore 64 priced £9.95, from Hill MacGibbon.

You'd better get the hang of this. One day you might be up here for real.



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Dear Bughunter....

Having problems with your micro? Are you still trying to debug that game which you've been trying for ages to write? Well, help is now at hand. Bug Hunter will be taking some time off every month to answer the questions for *C&VG's* very own problem page.

So don't suffer alone — drop him a line.

Dear BH,
Since the release of White Lightning, we have been endeavouring to provide our customers with the best possible support. You may be interested to learn that there are now two official user groups in the UK which offer help, advice and newsletters to all White Lightning users. The addresses are:
Mr T Kelly
The Model Shop (Belfast) Ltd
10-16 Queen Street
Belfast

Mr M Richards
South West W L User Group
8 Victoria Road
Roche
Cornwall

Oasis Software also have a micro-drive version of the program. Send a cheque for £5 to us with your old tape and we'll send you the microdrive version.
Wilf Garner
Marketing Director
Oasis Software
Thanks, Wilf. And don't forget that there's a full survey of programming systems like *White Lightning* in our new 1985 *C&VG* Yearbook.

Dear BH,
I own a Commodore 64. If I experiment with the peek and poke commands, will it harm the computer in any way?
M Schroff
Boston Grove
Slough
No, Mr Schroff. You can't harm your micro by playing around with Basic commands.

The only exception which I know of was in the very early issue one PETs, where poking to a certain location might actually have made the machine catch fire! Understandably, there aren't many of these machines still around.

Dear BH,
Please could you tell me if there is an auto-run poke for the Spectrum?
Bradley
Sea Cliff Road
Scarborough
North Yorkshire
It's easier than you think! When you save a Basic program, you can instruct the computer that the program should auto-run when loaded.

To do this, use SAVE "program" LINE 10 to save your program. It will now auto-run from line 10 whenever you load it. You can change the 10 to any number you like, so that the program starts at the right place.

If you want to load a program saved this way but don't want it to auto run, clear the machine and then use MERGE instead of LOAD.

Dear BH,
I don't know what to do. My computer has walked out on me. It says that it doesn't love me any more but I don't believe it. I reckon that it's found someone else. Please help me, before I stick my finger in the light socket. Do you think that I should . . .?
Oops . . . how did this get in here?

Dear BH,
I have had a Commodore 64 for about six months and I have lots of games. I am thinking of buying a disc drive. Is it possible to copy cassette games onto a floppy disc?
F Hill
Deeside
Clwyd
N Wales
All you have to do is to break into the program after loading it from tape and then SAVE it to disc. But obviously, software houses will protect their games to stop you doing this, otherwise you will be denying them a sale.

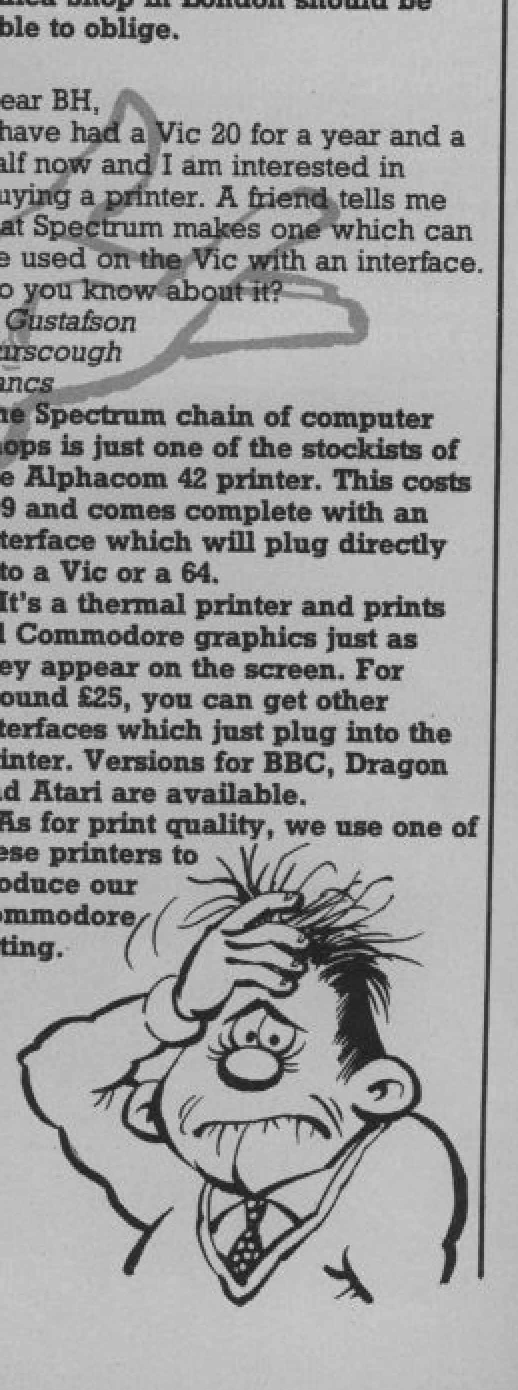
Some companies may offer to copy your game on to disc if you send them the original tape. Alternatively, there are some special programs around which will copy just about any professional cassette game onto disc, though legality of these programs is doubtful.

Dear BH,
Could you please find out if a Micronet 800 link will be available in the future for the Atari home computer?
Graeme Hewson
Worsley Close
Wallsend
I've spoken to Micronet and they say that there are no plans at present to build an Atari database. This means that there won't be any Atari telesoftware on the system. But there's no reason why you can't log in and read the general news and information as well as all the rest of Prestel. You'll need an Atari 850 interface box plus a modem. Silica Shop in London should be able to oblige.

Dear BH,
I have had a Vic 20 for a year and a half now and I am interested in buying a printer. A friend tells me that Spectrum makes one which can be used on the Vic with an interface. Do you know about it?
P Gustafson
Burscough
Lancs
The Spectrum chain of computer shops is just one of the stockists of the Alphacom 42 printer. This costs £99 and comes complete with an interface which will plug directly into a Vic or a 64.

It's a thermal printer and prints all Commodore graphics just as they appear on the screen. For around £25, you can get other interfaces which just plug into the printer. Versions for BBC, Dragon and Atari are available.

As for print quality, we use one of these printers to produce our Commodore listing.



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☐Abersoft FORTH 48K	£14.95

BBC SOFTWARE

☐BBC The Hobbit, Model B	£14.95
☐BBC/Electron Classic Adventure	£6.95

All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

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Castle Of Terror is a suberb graphic adventure game set in the 1880's when and where "Dracula" stories abounded. You are in a village near a large Castle in which the secretive Count lives. You must travel about the village, collecting items which may be of use to you on your bold mission.

You must also find out what your mission is by talking to the right people. But don't be fooled!

- ★ Multi-word "English Language" style input
- ★ Superb, highly detailed graphics
- ★ Animated characters, special effects and sound.

Surviving is success enough, but escaping with the treasure is the ultimate achievement and won't be easily accomplished!

CASTLE·of·TERROR



DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



MANOR DEMYSTIFIED!

Severn Software wrote in response to my comments on *Mystery of Munroe Manor* in the November's Helpline, saying they felt they were "slightly unbalanced". Perhaps that's a compliment, since most adventurers are completely unhinged!

Seriously, though, what I said reflected as always the letters you, the readers, sent in. Now for the other side of the coin. Two adventurers who were in tune with the game and came up with some clues were David Beckinsale from Benfleet and David Spence of BFPO 16 — who says he enjoyed the game "apart from one or two little idiosyncracies". In case those idiosyncracies are still catching you like they did me, look for the upside down clue!

PLEAS AND THINGS

Wai Kee Tsang of Hednesford writes a glowing letter about *Return of the Ring*. After playing the game for three weeks, he feels he must be near to completing it. Thanks for all the tips, Wai! You get this month's tipster's T-shirt!

Dean Barnard of Kingsbury has been playing *Colossal* on a Xerox 3050 and heard a sepulchral voice telling him to exit through the main office as the cave is closing soon. A few moves later, a voice announces that the caves have closed and he finds himself stuck in two rooms.

Erik Kleinbussink of Kingston-on-Thames has been having a lot of cooked breakfasts lately. All because of spiders! Playing *Dallas Quest*, he can't get past the spider in the torch-lit cave. A clue says eggs may be useful and he's done everything from scrambling them to giving them to the spider, but still nothing happens! A case for Peter Parker?

Can you help this month's cheat, Stuart Murray of Rochdale, to get down off the pinnacle (already used the hang-glider)? And in *Countdown to Doom*, how is he to descend the crevasses and get to the glacier, or pass through the screen of light in the alien artefact?

Empire of the Overmind is getting over the mind of Chris Overfield from Driffield. How to find his way in the goblin's lair in the dark? Trial and error usually results in him getting clobbered by goblins.

Finally, where is the key for the control room door in *Marie Celeste*, asks Lee Haggan of Doncaster?

CHEATS CORNER

Stephen Murray sends this "50% might work" method for 16k cassette Atari games. Plug in Basic and type:

```
10 OPEN 3,4,0,"C:"
20 GET 3,X
30 PRINT CHR$(X);
40 GOTO 20
```

Snag 1 is that it may not work, says Stephen. Snag 2 is that, if it does work, only 50% of the messages will be given, as only alternate blocks of code will be read.

A NEW COMMAND!

Guy Wilkinson writes to me regularly, but rarely asks for help (more often than not he has a go at the Spectrum!). But *Claymorgue Castle* has got him best!

He admits to cheating, but still can't get anywhere! "It's the most devious and almost certainly the best game I've ever played!" he exclaims. Look in the upside down section, Guy, for a *Claymorgue* clue to help you on your way!

Guy offers some advice to fellow sixth-form students of computer science. He is writing an Adventure for his mates to play on his school's Apple and recommends including a command not usually found in an Adventure game. EDP (Emergency Don't Panic) is useful whenever a member of the staff prowls nearby. It clears the screen and prints a series of sine curves and trigonometrical identities. Nice one, Guy — must be worth a T-shirt!

HINTS FOR THE HYSTERICAL

Tips this month come from K.J. Sigley of Walsall, Colin Maxted, Glenn Hugill of Barnard Castle, Simon Ross of South Wirral, David Beckinsale of Benfleet, and, of course, us! Also, thanks to whoever sent a couple of *Return To Eden* tips recently and signed himself "Kim Kimberley's fig-leaf"!

HEROES OF KARN:
To kill the pirate, get Khadim to attack with the dagger.
HULK:
The first's what the sea has that breaks on the shores. The second's the supporter — his team he adores. Then work out this anagram two words from HAMEST. Print them in order to continue your quest.
CASTLE:
A prise prize may result of viewing a statue with a shield.
ZORK 1:
Use the transportal from temple and back, read the commandment.
RETURN TO EDEN:
Avoid revenge by going deep and waiting.
TOKEN OF GHALL:
To get the emerald, you must charm the python. To do this, enter the passage (avoiding the trip wire) and give the shield in the dungeon.
MOUNTAINS OF KET:
To get into the skull, you must wear the false beard, cloak and hat.
ZORK 2:
To move the Menhir, you must cast a spell using the Wizard's Wand.
Well, well! Who's going to be mother?
TEMPLE OF VRAN:
Tempt the elephant, but don't gratify him until you have him where you want him!
CLAYMORGUE CASTLE:
For a blissfully dry towel, hold it over a nice hot fire!
MYSTERY OF MUNROE MANOR:
Explore and repair the troubled tread.
A rail-tied rope puts it over your head!
SICK TIP OF THE MONTH: The quickest way to escape from Pulsar 7 is to press the orange button, fly out through the airlock and die, says Stephen Murray.

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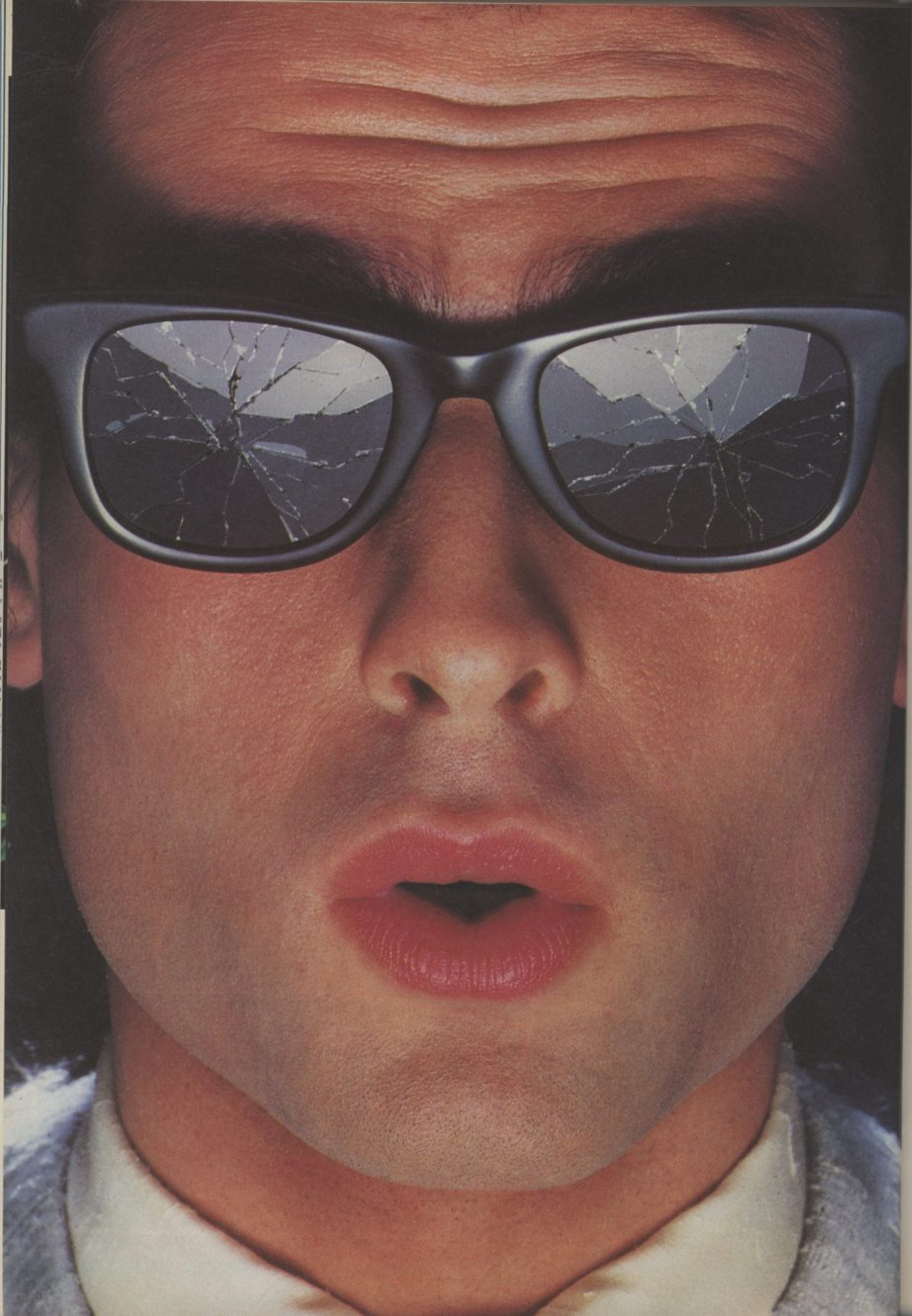


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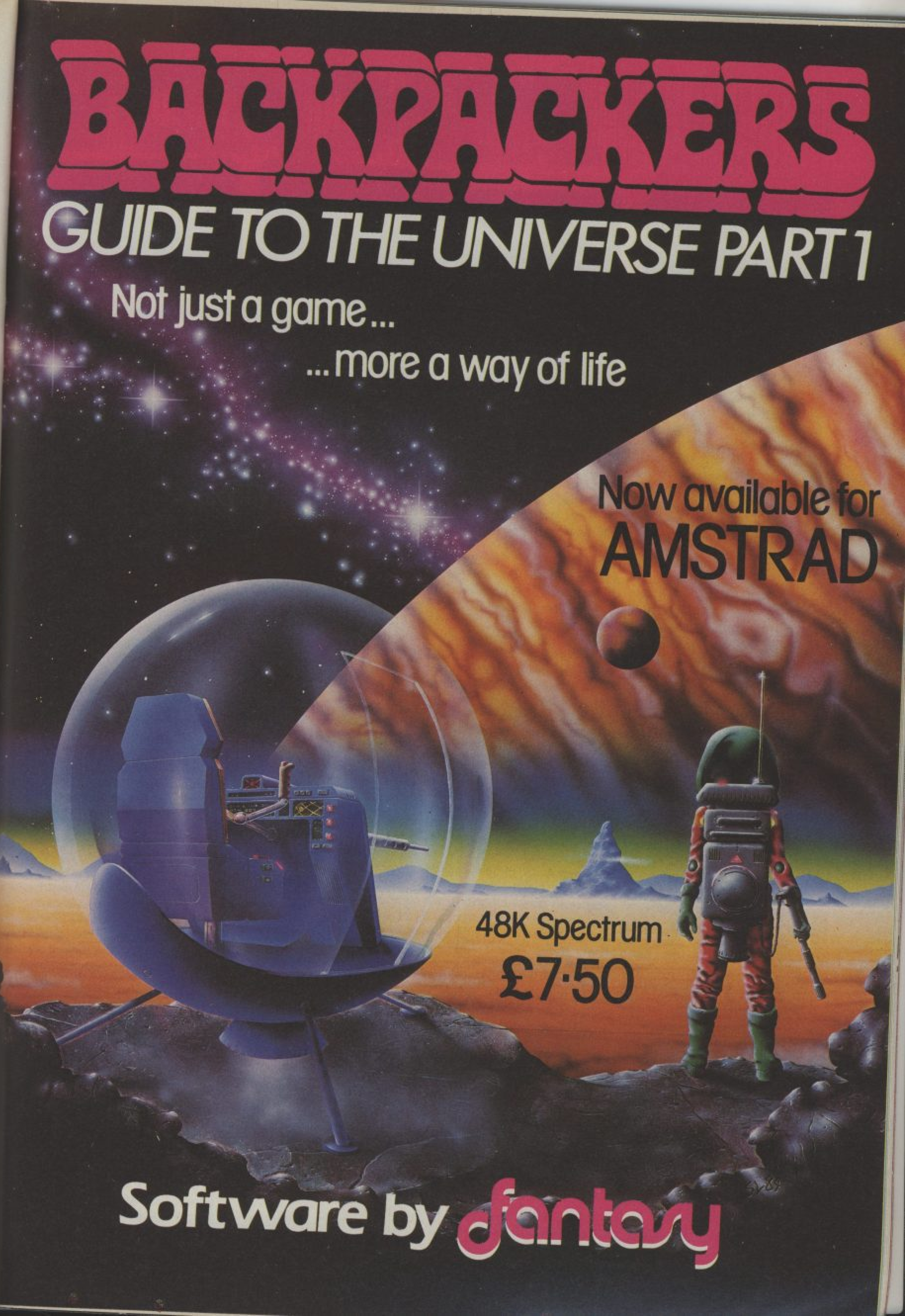
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The industry has been saddened, if not surprised, to learn that one of the great names of pinball, is no more. Mylstar has closed its doors, which effectively means the demise of D. Gottlieb & Co.

Pinball has much to thank Gottlieb for. In November 1947, they introduced a machine called *Humpty Dumpty* which was to change the game of pinball overnight. Quite simply, Gottlieb had invented the Flipper. In 1960, they manufactured the first Add-a-Ball game, suitably named *Flipper*. In 1971, they gave us *2001*, a machine which had taken the humble drop target, invented by Williams, a stage further. Gottlieb had put them side by side, thus the *Drop Target Bank* was born.

All through the sixties, Gottlieb produced fine tables, featuring that jokey cartoon artwork and good innovative games. During the early seventies, it was games with lots of drop targets and flipper skill shots. Sadly, in the late seventies, their troubles began.

Eventually, Coca Cola took over the company and renamed it Mylstar. The idea was that the odd pintable would be produced, still using the Gottlieb name, but the big money would be put into the development of laser disc games. Next came the mighty slump in video games.

Next month, I will be looking at Bally's *Spy Hunter*, the last two games from Gottlieb and a long overdue comeback from Stern. Also I shall reveal how the amazing Williams Electronics have done it again.



ALIEN ROBOTS ON ALL SIDES!

Aliens have learnt a lot since the days of Space Invaders and have decided to attack your base from three different angles. You'll need a fairly steady trigger finger if you want to come out on top with *Equites* from Sega.

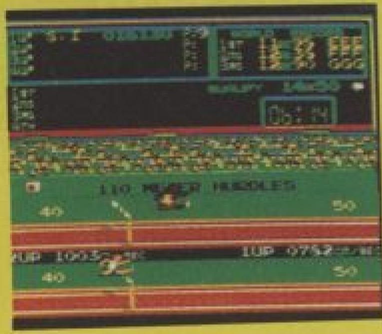
You might groan at the thought of another space shoot-'em-up where your aim is to protect your base from a series of attacking aliens and no one would blame you. However, *Equites* isn't quite run of the mill — it's fast, smooth scrolling and easy to get into.

You play Equites, one of an elite team of robots used to protect the base in times of war. Alien robots attack from three levels, on the ground, underground and from the air so keep your pilot's licence with you at all times. When you're in the air fighting off the murderous hordes, it would be well to remember that those aliens on the ground are also shooting upwards. The earth-based aliens take wicked delight in hiding in the shadows of buildings waiting to be ambushed, so be warned.

Robots that have found their way into a maze of underground corridors deep in the bowels of the base carry four types of super weapons. If you can kill these robots and collect their guns, you will be made. They are not just ordinary lasers but ones which enable you to fire bullets that will zig-zag, fly round in arcs and do everytyhing short of turning a corner. Armed with this incredible arsenal, Equites should experience no difficulties in converting the robot aliens to rusting piles of metal.

Equites is not original by any means but it has some interesting features that make up a very enjoyable game. Watch out for this one.





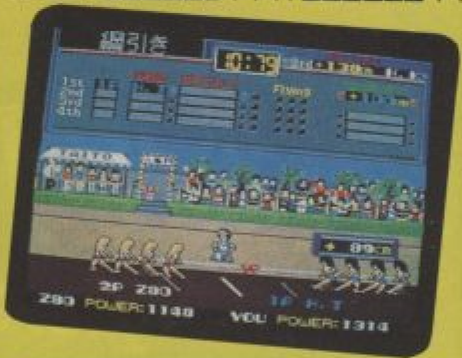
GAMES WITH A SPORTING CHANCE

The last year has seen many changes in the arcade industry — times have been hard and companies are doing their utmost to tempt people back into the arcades. Consequently, there is a greater variety of games available and the industry has seen some revolutionary changes on the games front.

Sales of most conventional video games have continued to trickle in and arcade operators have bought games which, through monitored test periods, have proved to appeal to a wide spectrum of players.

Over the last six months, regular players of arcades will have noticed a definite change in the type of games available. Less than six months ago, it was all shoot-'em-ups — now there is an ever increasing trend for sports simulations.

The first simulation of sorts was *Pong*, a bat and ball game which took off in its own small way a number of years ago. It was soon forgotten with the space invaders boom — after all, zapping hundreds of green meanies has got to be more exciting than bouncing a ball of a wall.

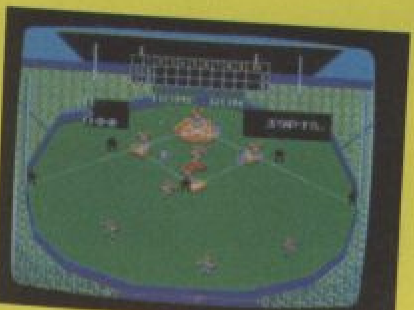


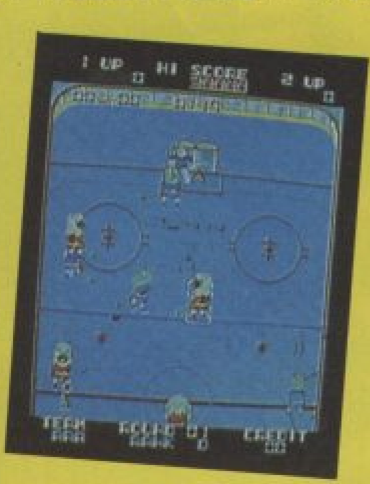


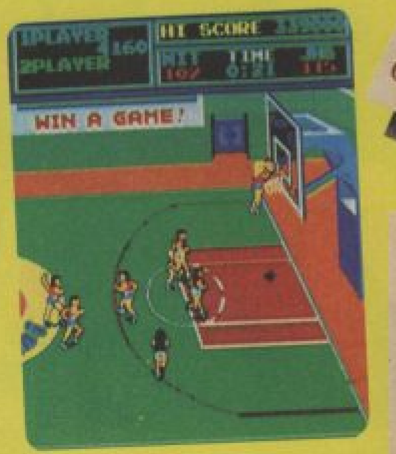
Perhaps the first really successful sports simulation was *Track & Field*, released by Konami to coincide with the Olympics. This was surely a major contribution to its almost instant success. *Field Carnival* and *Hyper Olympics* followed soon after — also by Konami and written in the *Track & Field* style where you have to take part in a series of sporting events against a number of people or the computer. Playing with friends tends to generate a competitive atmosphere and the game becomes more exciting than just competing against the computer.

10 Yard Flight, an American Football game from Irem Corporation, also hit the streets at about the same time and became popular amongst those arm-chair enthusiasts who insist on staying at home on Sunday evenings to watch a bunch of beefy amazon types kicking the hell out of each other at the Superbowl. For one or two players, it's great fun and even includes a fuzzy voice simulation shout-













ing such obscure instructions as "Four, Four, Four, Four, Hunt, Hunt, Hunt!"

VS. Tennis from Nintendo was launched, sadly, just after the Wimbledon finals this year. If it had hit the streets a month or so earlier, it would have given more people the chance to enter into the famous tennis championships. As it was — many missed out. Still, it's an unusual game for two players incorporating two screens in 3D.

Punch-Out!!, also from Nintendo, has proved itself very popular and simulates a boxing match in which you have to take on famous stars Glass Joe, Bald Bull and, eventually, the mighty Mr Sandman if you're fast enough. The game has been produced in an unusual way in that you view the match through the eyes of a spectator. Your body is composed of linear graphics and you can see your opponent through it quite clearly. At first, the effect is rather confusing but you soon get used to being a partially invisible man. The sound effects are excellent with shouted instructions to throw left or right punches or to go for knock out.

If you've never played ice hockey but have yearned to try — now's your chance. *Bull Fighter* from Sega is a new game and was launched at this year's Preview '85 exhibition. It's a one or two player game against the computer and the object is to score more goals than your opponent within a set time limit. The instructions, translated from Japanese state "When the puck was deprived by the opponent, take it back by body-checking" and goes on in a similar unintelligible vein. I hadn't a clue what they meant, but at least when the game reaches the arcades the instructions should be clearer. You should enjoy this one.

Golf from Nintendo is an unusual game to feature in the arcades and one which, I imagine, will be popular amongst only a dedicated few. The object is to get round nine holes with a score that is par for the course — or better still, under par.

A game to put the Harlem Globetrotters to shame is *Super Basket Ball* from Konami. It's another team game, of which the Japanese seem to be so fond, and faithfully simulates all that makes basket ball so exciting. The rules are hard and fast and even govern free throws when the players line up to watch your skill with the bowl.

And finally . . . the advent of laser disc games last year was supposed to do for the industry what tin cans did for the sardine. Unfortunately, they couldn't open the tin.

Sales of laser disc games have never taken off in this country probably because of the high costs and the problems of maintenance. It is hoped that the current interest in sports simulations will revive the ailing industry and lure the passers-by back.

HINTS and TIPS

DEFENDER

How to stop the action.

To freeze the screen on Defender, you must get all the humanoids underneath you and then put them all on the planet's surface. As long as you keep your fingers off the thrust button, the game stays still. When you press thrust the game starts playing again.

GALAGA

Make all the bugs stop dropping bombs for the entire game.

On the first screen, shoot all the aliens except for the bug on the bottom left side. For the next 5 to 20 minutes, let it fly around while you dodge the bombs. It will then stop shooting. Let it pass by FOUR times and shoot it . . .

JOUST

Score over 200 million points.

On wave six, joust all the knights except one. Let this one get caught by the Lava Troll.

Position yourself on the bottom floating rock or platform. The Teridactyles will start coming out. Simply face the direction they come from and they will run into your lance every time.

You can build up over 1000 extra men (only works on old machines).

THE SNEAKY GAP TRICK

On *Joust* there are the two lower right hand ledges. They are both at slightly different heights. If you land on the lower ledge of the two without putting your feet down, you can slide along the ledge and instead of bouncing off the higher one, you fall through the gap.

Ms PAC-MAN

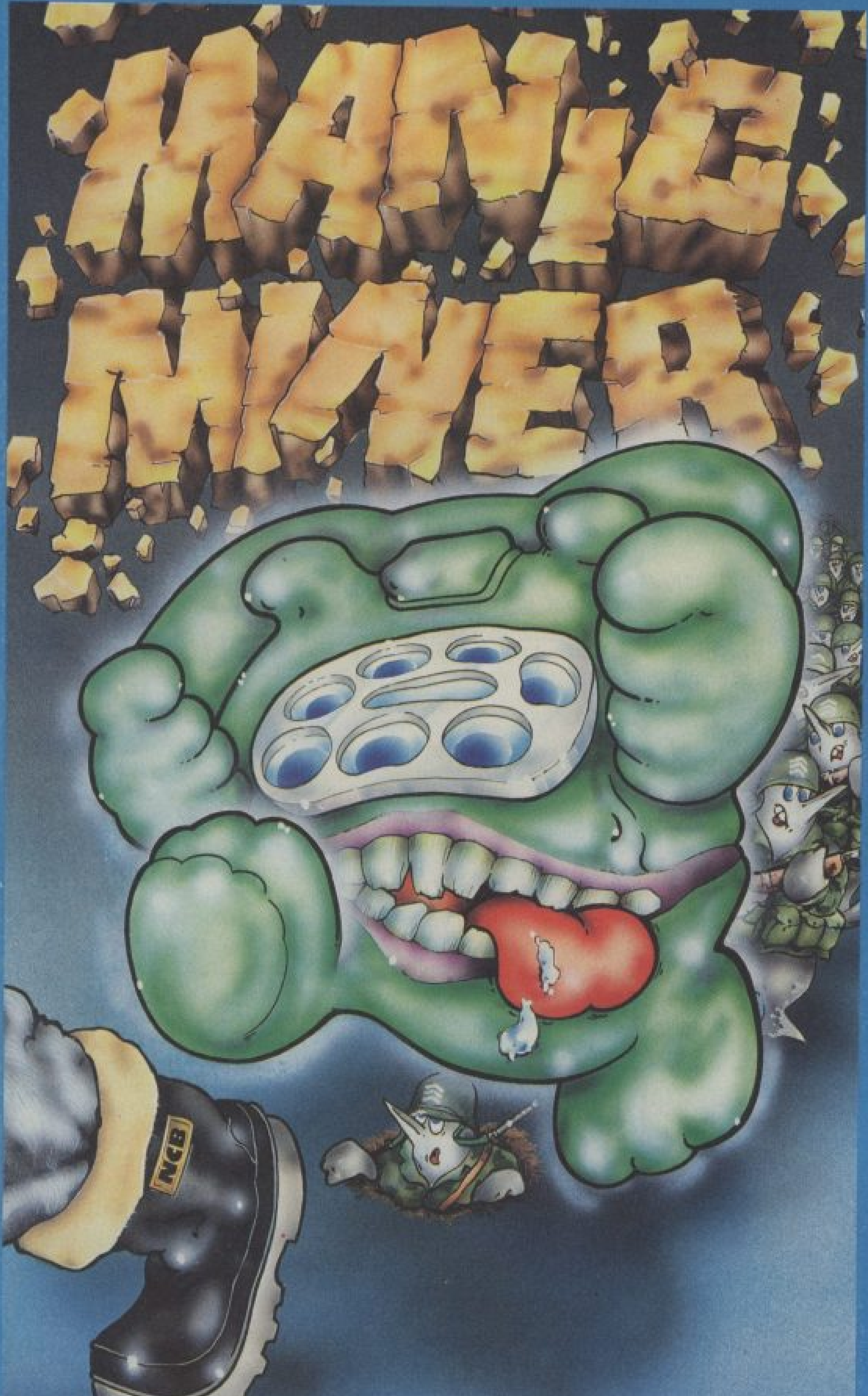
Win 64 free games.

This is for Pros as well . . . You must be able to complete the 137th screen. Beware, this is like no other screen . . . All the characters will be right side up, but the maze will be upside down, but all the dots are in the right places. Once this screen is cleared 75% of the time 65 free games appear. It will also give you a borderless maze of dots.

CRYSTAL CASTLES

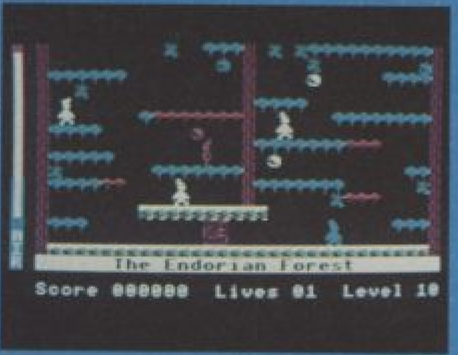
Score 140,000 bonus points.

On wave one, run around the left side to the back of the structure and hit the jump button.









Miner Willy, while prospecting down Surbiton way stumbles upon an ancient, long forgotten mineshaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store. In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like Poisonous Pansies and Spiders and Slime and worst of all, Manic Mining Robots. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

MANIC MINER is available on Spectrum, Amstrad, BBC, Dragon, CBM 64, Oric/Atmos, MSX.

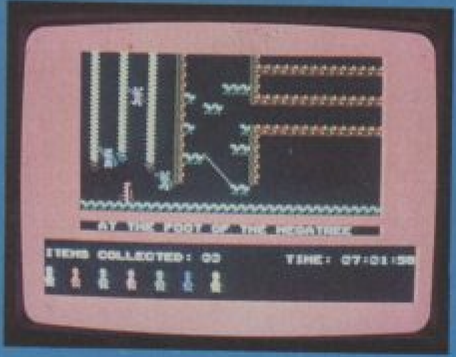
The above screens are from the BBC version.

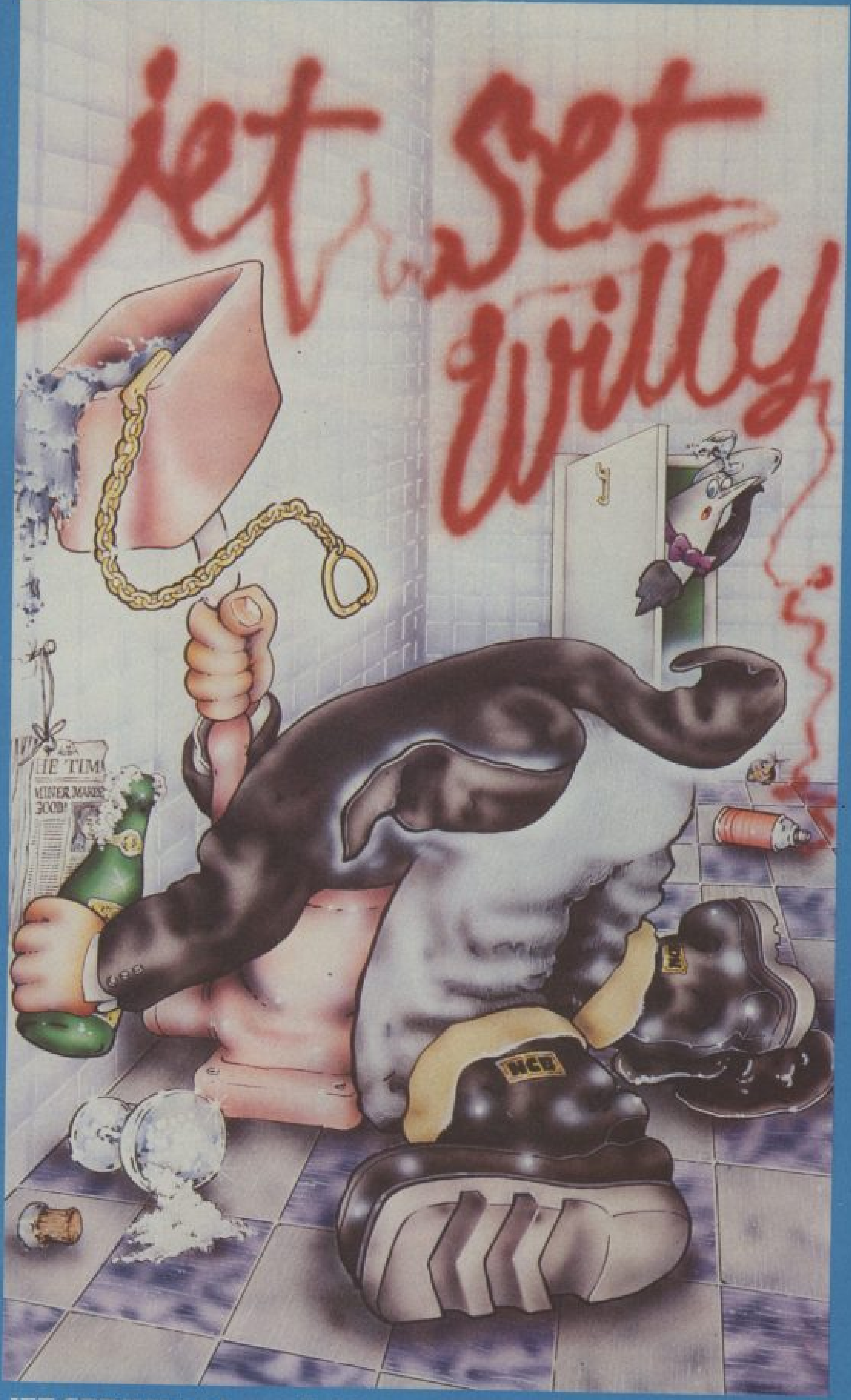
SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF. Telephone: 051-428 9393 (4 lines). Telex: 627520.









Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in Surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who really know how to enjoy themselves at a party. His housekeeper, Maria, however, takes a very dim view of all his revellery, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until all the discarded glasses and bottles have been cleared away. Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (it is a large place and he has been very busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner was doing in his laboratory the night he disappeared). You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you. Good luck and don't worry, all you can lose in this game is sleep.

This is a Computer and Video Games Hall of Fame Game.

JET SET WILLY is available on Spectrum, Amstrad, CBM, MSX.

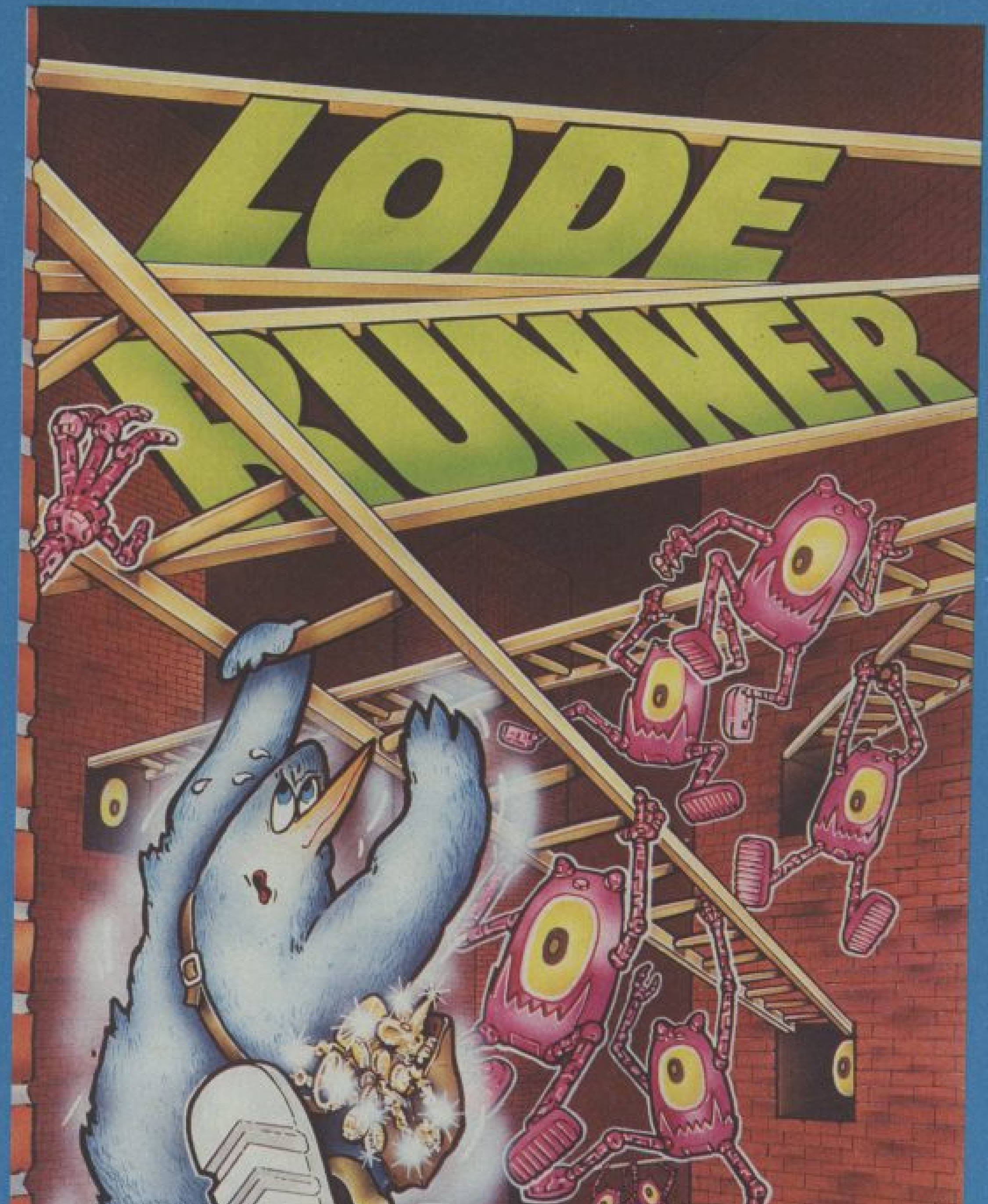
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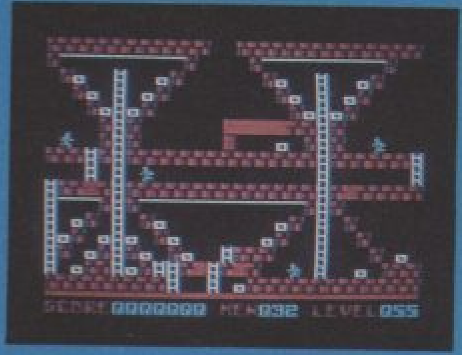
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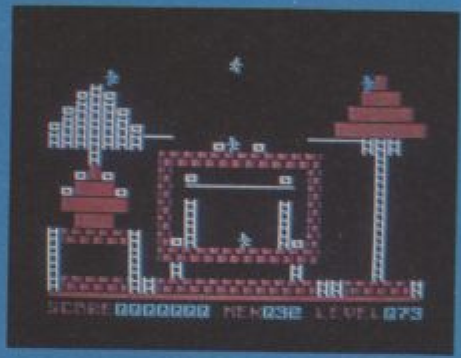
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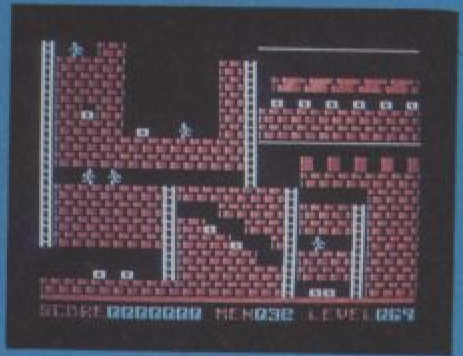
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You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

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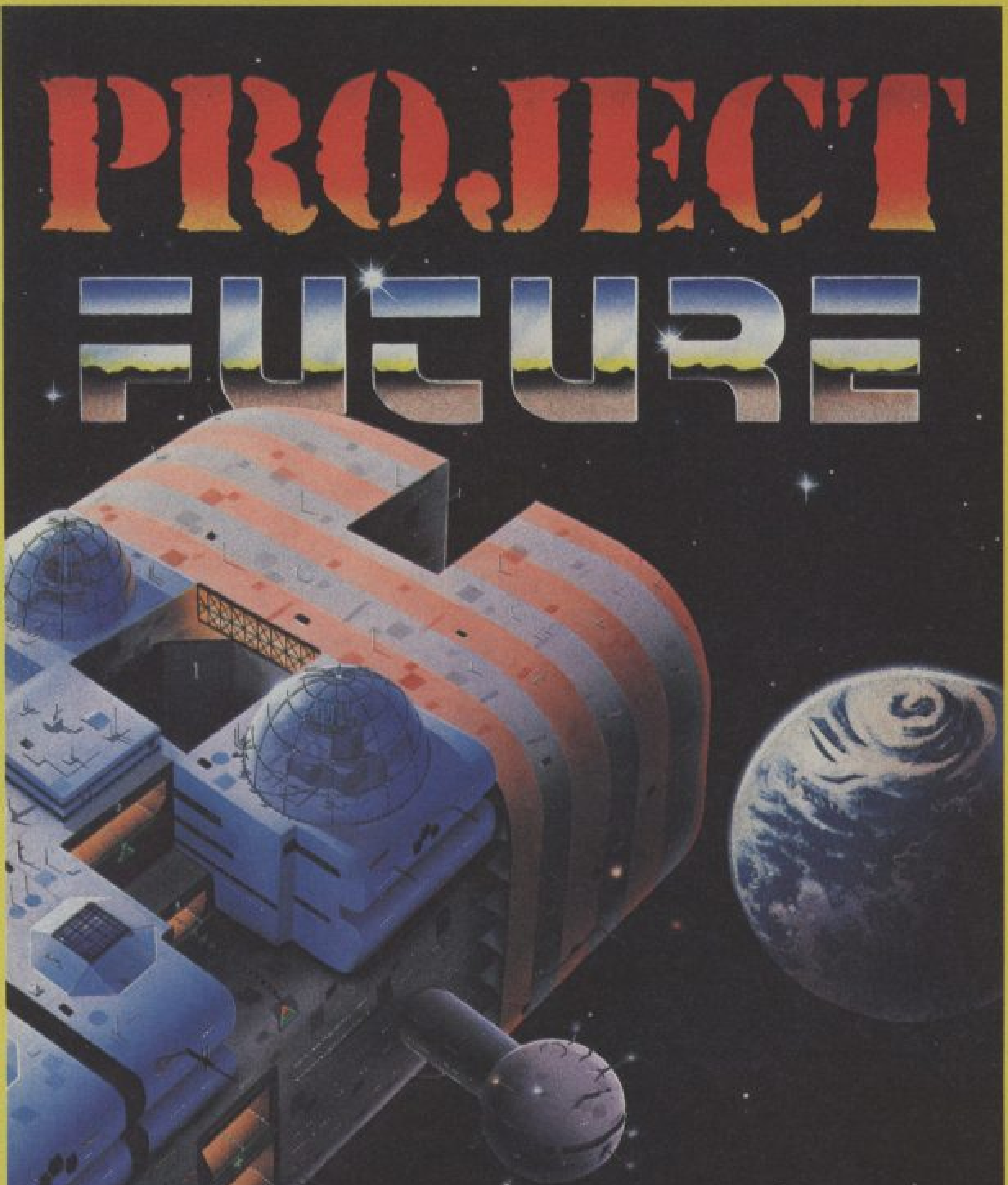
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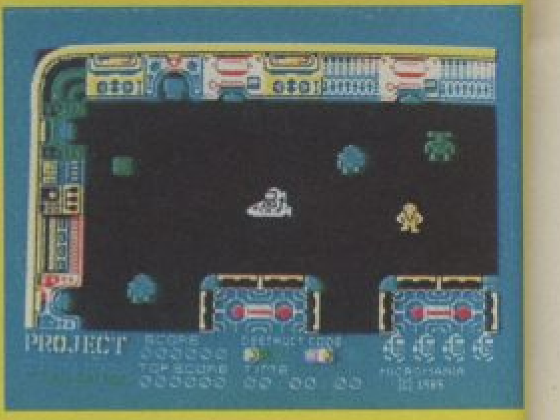
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7

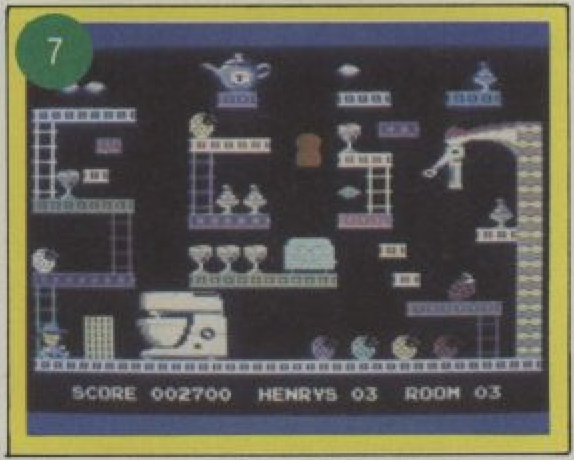
HENRY'S HOUSE

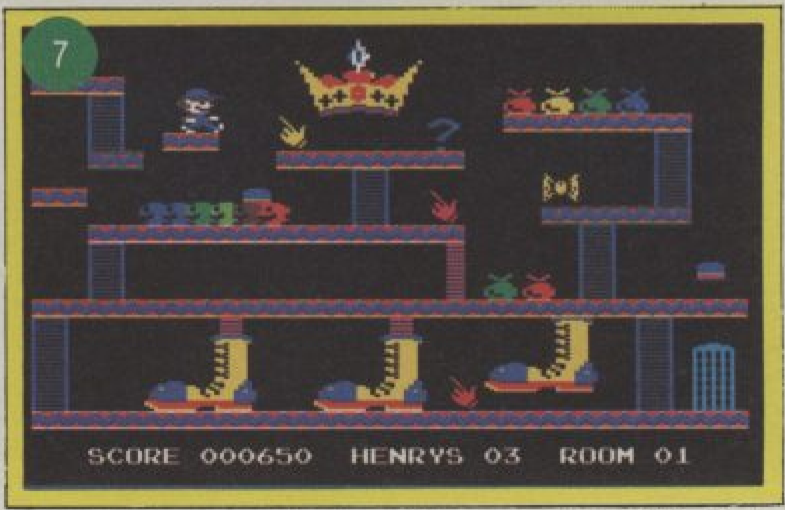
MACHINE: CBM 64
SUPPLIER: English Software
PRICE: £8.95

DI'S BABY

MACHINE: CBM 64
SUPPLIER: Bad Taste Software
PRICE: £8.95







Two of the latest platform games for the 64 are loosely based on the Royal Family and Prince Harry.

English Software have launched *Henry's House*, a well written, multi-screen game with superb graphics.

Bad Taste software, on the other hand, have received much national publicity with a game that really lives up to their name.

Called *Di's Baby*, it features Charles & Di and their latest son. There are five screens, involving nappies, potties, dashes to the hospital, syringes and worse.

The graphics are crude, the music abysmal and what comes out of the upturned potties I just don't like to mention. But it bears a close resemblance to the quality of the game.

Henry's House is superb. There are eight screens, each totally different and with some of the most intricate graphics I've seen on a 64.

The idea is that Little Henry, as he's known, has set out to discover the secrets of the hidden rooms in the Royal household.

He starts in the clothes cupboard and has to find gloves, hats, ties and the like.

Then, after all that dust, it's into the bathroom for a good wash. There's a beautifully-drawn tap on this screen, with drops of water falling into the bath.

At the top of the screen is the plug and, if you pull it, the bath empties, revealing even more objects for Henry to collect.

The kitchen is next, complete with electric tin opener and Kenwood Chef mixer. But watch out for the toast flying from the toaster!

A useful thought by the programmer means that, when you are out of lives, you start your new game at the last screen you finished and not back in the clothes cupboard. You can go back to the start, though, if you wish.

This is the first of English Software's games to feature a control system known as Romping Over Ye Anglosaxon Ladders.

Quite what it means, I haven't a clue. But I imagine that the initials were chosen first and then they thought of the words to fit round them!

You'll love *Henry's House*. Whoever wrote *Di's Baby*, though, should be locked up in the Tower for a long time!

	Henry's House	Di's Baby
• Graphics	10	7
• Sound	8	8
• Value	9	4
• Playability	8	6

JINN JENIE

MACHINE: CBM 64
SUPPLIER: Micromega
PRICE: £8.95

Another narcissistic arcade game which involves you as the young hero (good looking too, no doubt) trying to liberate the Golden City from the clutches of the ghastly Ilfreet, whose magical guards protect the city and the palace courtyard.

But for all Ilfreet's pomp, he can be outwitted. You have your magic carpet which enables you to travel earth-bound or air-bound, but nonetheless, everyone else has the same idea and the finished result is like air traffic control gone wrong.

This game reminds one of the rush-hour, with people and objects rushing in from all sides to knock you out. No sooner do you head towards earth than some bright spark gets the same idea and sends you crash landing into a horrible, matted looking heap. From that point of view, the graphics are pretty good and you are given a rather becoming turban to wear while on your travels.

There are five cities, and to travel around them, you press the fire button. It gets monotonous, unless you like that kind of thing. If you're lucky, you'll get as far as the courtyard wall and hopefully a window will open to let you in, but watch out — the sentries may just pull your ladder away and send you flying.

On top of all this frenzied activity, you must light your torch and set off to find the Magic Jar, the only object capable of eradicating the evil Ilfreet. But first, you have to find and free the Wise Man — only he can energise the Magic Jar.

Complicated and good fun, if a little expensive, this game is at least original and not guaranteed to bore you to death. The graphics have been carefully done, and it's a good idea to use a joystick as the action is pretty fast.

• Graphics	9
• Sound	7
• Value	8
• Playability	8



ALIEN

MACHINE: CBM 64
SUPPLIER: Argus Press Software
PRICE: £8.99

Based on the now infamous film, this game is a sad disappointment, with appalling graphics, sickly colours and very little action.

You choose from seven different personalities, who all reside in the *Nostromo*, a space ship. The idea is to command the crew and stop the Alien reaching earth. Easier said than done, since the characters have a habit of lodging themselves in one place and not budging an inch, no matter what you do, while the alien darts arouind all over the place — usually clockwise, but sometimes anticlockwise depending on where you shove the joystick.

You are supposed to be able to move your characters through the three decks, collecting weapons as you go — the only problem is that if you select 'MIDDLE DECK' you are liable to find yourself on 'LOWER DECK' instead. Your characters will have a habit of disappearing without trace while your Alien shows distinct signs of hyperactivity and frustration, unable to find a living thing in sight. Poor Alien. You end up feeling more sorry for him than for the characters, especially since his aim is survival and he needs unsuspecting people to jump on.

What is supposed to be vaguely frightening background music sounds more like an old Coke can dancing on a derelict tin roof — irritating, to say the least.

Meanwhile, the bottom of the screen is a little more helpful and tells you what morale is like as well as who else is in the vicinity — it also reports on your character's progress.

For some reason the characters in this game are practically immobile, or just plain lethargic — it seems odd that the joystick will motivate the alien but not the character, giving an overall impression that the game would be better called *Cluedo*.

The last straw is the occasional written information that comes up on screen. This is impossible to read, as the characters are so ill-defined and in different flashing colours, which bleed into the black screen background, giving the impression of a psychedelic rainbow rather than written information.

If you're in the Lab or the Living Quarters and you remove the grill, your character will disappear altogether and perhaps leave a lone cat leaping aimlessly around the screen.

Even the Alien gets scared and has to be found from time to time — I eventually located him cowering in the Infirmary.

Argus Press Software say that, in order to succeed with this program, you have to understand people and predict how they will behave. This appears to be a gross exaggeration as the only thing you have to predict is how the joystick is going to react.

The game has less to do with people than anything I can possibly imagine and I wouldn't shell out 30p on a game of this sort, let alone the asking price, which is phenomenal for what you actually get.

Programmer Paul Clansey may have had good intentions but he certainly doesn't do justice to the film, with the game's Alien behaving more like Tinkerbell in *Peter Pan* than a monster that gets inside one's digestive system and fights its way out when it feels like it.

• Graphics	1
• Sound	6
• Value	2
• Playability	2





8 JUMP CHALLENGE

MACHINE: CBM 64
SUPPLIER: Martech
PRICE: £7.95

The Commodore version of the official Eddie Kidd game follows much the same game plan as the Spectrum version, reviewed here. But the graphics and sound are superb — outshining the Spectrum game by miles.

Eddie and his machine are drawn and animated perfectly — and the improved graphics make the game much more playable. The crashing routine is great — with an ambulance siren sound wailing away in the background.

Your computer also flashes up encouraging messages — like "I hope you like hospital food" when you've bitten the dust for the umpteenth time.

The Commodore Eddie Kidd *Jump Challenge* is well worth getting on your bike for!

• Graphics	8
• Sound	8
• Value	7
• Playability	8

9 JUMP CHALLENGE

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Martech
PRICE: £6.95

If you've ever wondered what it's like to jump over a row of cars on a high powered motorcycle then the official Eddie Kidd *Jump Challenge* could be the game for you. Martech got a lot of help from Eddie while programming the game and they have included a competition to win a BMX bike, micros and colour TVs with the game. All you have to do is jump over more cars than anyone else.

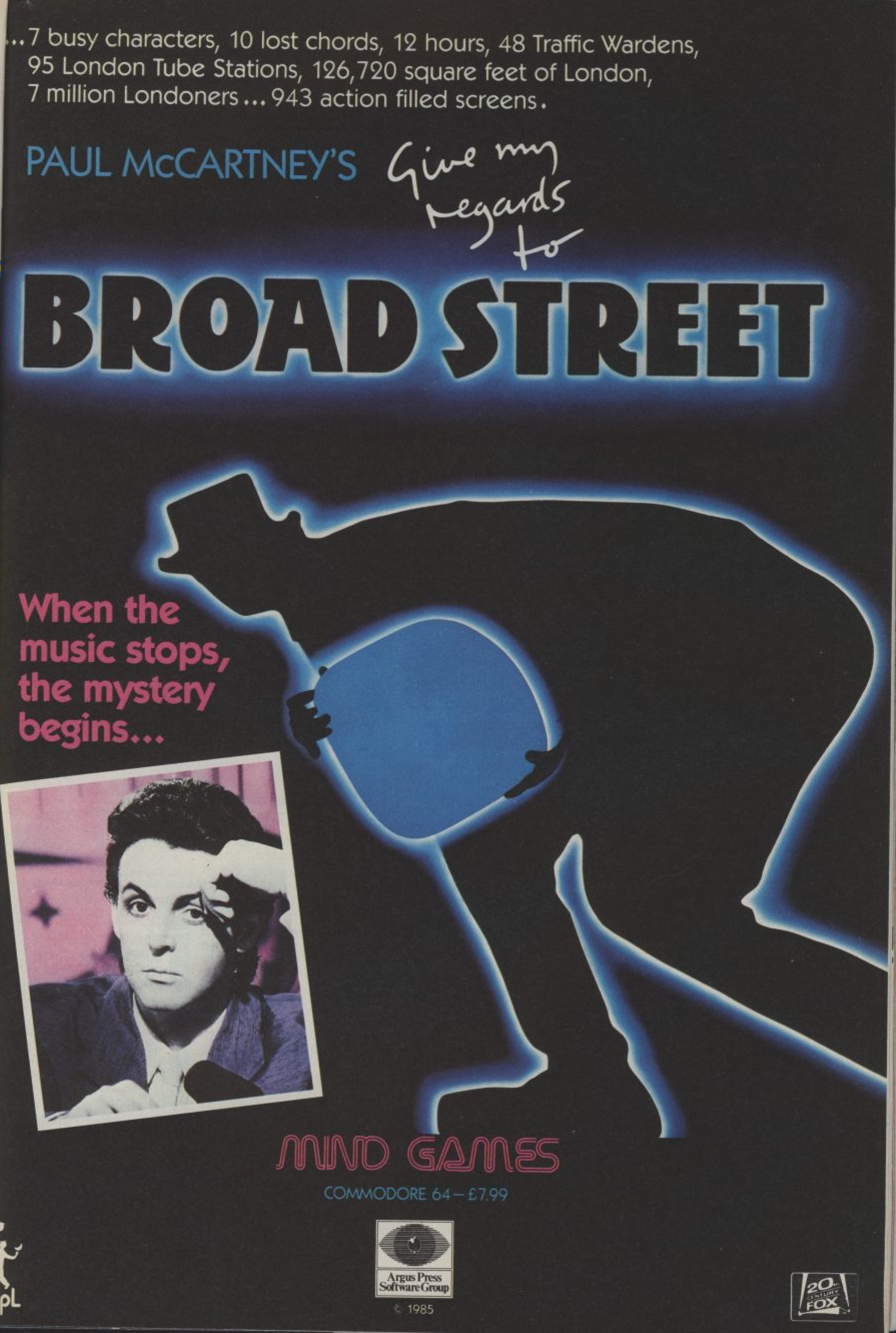
You start your jumping career on a bicycle just to get a bit of practice — leaping over barrels. Once you've cleared the barrels you move on to the bike proper. You have to judge the distance away from the ramp in order to get up enough speed to clear the cars. Each time you clear the row of autos more are added.

A crucial skill to master is the control of the rider's stance on the bike. To make things a bit more difficult there is also a random wind conditions feature. The rider has to allow for the breeze when going for the jump.

That's about all there is to the game. It's simple, but quite addictive if you're a bike fan. The graphics are simple but effective and the bike sound effects pretty good. I particularly liked the crashing graphic routine.

Versions of the game are also available for the Commodore and BBC/ Electron.

• Graphics	8
• Sound	7
• Value	8
• Playability	8



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PSI WARRIOR

MACHINE: CBM 64/ keyboard or joystick
SUPPLIER: Beyond Software
PRICE: £9.95

Hot on the heels of *Pystron* comes *Psi Warrior* — Beyond's latest computer superhero.

It appears that the Earth is threatened by a race of strange Psi creatures. You'll have to read the Psi Warrior's story in the 25-page booklet which comes with the game to find out all the details — we just haven't got space here!

In any event, the Psi Warrior's job is to go to the disused underground silo in the Nevada desert where the Psi creatures have their base and destroy the mysterious Source — the centre of their power.

The Psi Warrior is armed with a special anti-Psi weapon and a Hover Board to get him around the many levels of the silo. He has to net the Psi creatures and their sidekicks, the Id creatures, and also look out for Pupae — humans transformed by the Psi into mental energy.

The screen display shows your Psi Warrior zapping around the silo on his Hover Board. He can also move from level to level using lifts and ramps. His board can be damaged — so you have to watch where you are hovering!

It has the capacity to repair itself — but this is limited and you could end up stuck half way down the silo with no means of movement if you are not careful.

The lower you go, the fiercer the Psi creatures get — but if you are clever enough, you can gain extra powers on your way down to the Source which will aid your quest — powers like invisibility and levitation. The Psi Warrior can also teleport himself out of trouble.

The game concept is extremely complex — as you'd expect from Iayo Olowu and Paul Vosey, the people who brought you *Pystron* — and you need to read that 25-page booklet thoroughly before playing the game.

The animation of the Psi Warrior and his Hover Board is excellent — and playing the game is strangely very relaxing.

However, netting the Psi creatures and finding your way down to the Source — which is very difficult — just doesn't seem to be enough. I'd like something more to be happening on screen. The instrumentation is confusing, too. Overall an interesting game but just not exciting enough!

• Graphics	8
• Sound	7
• Value	7
• Playability	7

10 JUNGLE QUEST

MACHINE: CBM 64/ joystick or keyboard
SUPPLIER: Solar Software
PRICE: £7.95

Not another *Pitfall* rip-off, I thought as Solar's *Jungle Quest* dropped onto my desk. With a slightly anti-feeling I loaded the game up and came away extremely surprised!

Jungle Quest has elements of *Pitfall*, but the game is still pretty original. The basic idea of the game is to help Jungle Jim rescue Jane from the cannibals' cooking pot — braving many jungle dangers along the way. He begins his quest being chased by a lion while unseen natives throw spears at him. He has to duck and jump the spears while keeping ahead of the roaring lion (a neat sound effect!) — who wants to take a bite out of our hero.

Then Jim has to swing over a swamp infested with man-eating plants, swim a river full of evil looking crocodiles, climb a mountain dodging rolling rocks and then finally take on the cannibal witch-doctor who is putting poor old Jane in the pot for his evening meal!

Jungle Quest is addictive and very playable. The graphics are pretty and the sound is nice too — a great version of *I Want to be Like You* from the Jungle Book movie plays over the intro screen and *The Rivers of Babylon* tinkles away as you play.

One minor point of criticism. I did find it difficult to spot the spears coming at me in the first of the five screens. A different colour choice would have made all the difference.

Overall, a nice looking game with that extra added mystery ingredient — playability!

10



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• Graphics	9
• Sound	8
• Value	8
• Playability	8

11 ER*BERT

MACHINE: Amstrad
SUPPLIER: Microbyte
PRICE: £5.95

At last! some decent software for the Amstrad is appearing.

In this *Q*Bert* game from Microbyte you have to guide our long-nosed friend round the screen, hopping from cube to cube. As he hops on to a block it changes colour. Change all the blocks on the screen and you move to the next one.

On early levels, it only takes one hop to change the cube but on harder levels you'll need two or three jumps on to a square before it



becomes the right colour.

Like the original arcade version of the game, there are various creatures chasing you round the screen and, if you touch one, you'll lose a life.

Coily is a snake while Boris is a Gorilla. If you manage to catch Boris's banana you get double points.

There's a strange-looking hat with a helicopter blade on top. If you get this, you can fly up or down the screen by two levels to escape the approaching aliens.

The game has a choice of ten levels, each with four different screens, so it should keep you amused for some time.

The graphics are good on our colour monitor but, like all Amstrad games, it'll lose a lot on a green screen.

Sound is average, though you can of course turn it down if you want.

*Er*Bert* is certainly among the best of the limited range of Amstrad software currently available.

• Graphics	8
• Sound	7
• Value	8
• Playability	8

MUTANT CAMELS

MACHINE: Atari
SUPPLIER: Llamasoft
PRICE: £7.50

In this conversion from an original game for the Commodore 64, you have to save the earth from an invasion of giant camels.

We make no apologies for digging out this game. We haven't had any new Atari software in this office since September. Talk about the machine time forgot! Anyone got any new Atari stuff out there?

Some decidedly unfriendly aliens have perfected their genetic engineering to turn a normally friendly camel into a 90 foot high monster.

These beasts are shielded

12

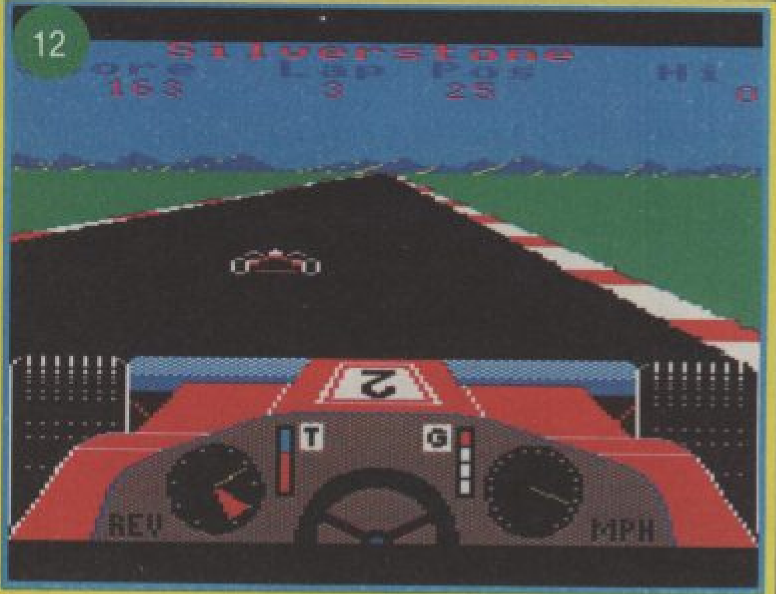
GRAND PRIX

MACHINE: BBC
SUPPLIER: Software Invasion
PRICE: £9.95

This offering almost became the official Acornsoft Grand Prix game but, for reasons best known to themselves, Acornsoft chose the version programmed by the author of *Aviator.*

Software Invasion's *Grand Prix* is yet another micro driving game, although the graphics are better than most.

12



Your car is drawn in hi-res graphics at the front of the screen, complete with rev counter, speedometer and gear indicators.

Using keyboard or a joystick, accelerate and shift into first gear. Your car begins to move forward, giving you a driver's eye view of the road. As you steer left and right, the view of the road changes but your view of the car stays the same.

Straight away I noticed that your car takes up the whole width of the road. So to overtake another car, you have to drive with half the car on the grass!

This is no real problem, as the program lets you drive most of the race on the grass, but there are occasional obstacles which will hit you unless you move back to the main road.

As far as scenery goes, there are some mountains on the horizon which move from side to side as you go round bends. Most of the race takes place on straight lengths of road, though, which can get boring if they are too long.

Changing gear involves pressing the fire button on the joystick while pointing the trigger either up or down. Moving left or right will steer you in the relevant direction.

Graphics are good and sound effects are included. A volume control is provided by use of the 7 and 8 keys, which is useful as the sound doesn't come from the TV speaker.

Not the best game I've seen for the BBC, and slightly overpriced. Unless you're a fan of road race games, save your money.

• Graphics	8
• Sound	8
• Value	8
• Playability	8

POSITION

MACHINE: BBC
SUPPLIER: Atarisoft Games
PRICE: £7.99

Computer games are very like films. Every now and then a real classic, something really special, comes along which shocks critics into raptures of praise.

The film industry has been plagued for years with remakes and endless sequels to successful movies. *Pole Position,* too, was acclaimed as a classic computer game — one of Atari's shinning successes. Sadly, their version for the BBC has about as much punch as Son of Rocky IV.

When you load the game up on your BBC you are given a frozen view of the racing car and track. Everything looks fine, just like the Atari version. Unfortunately, when the game starts, any resemblance to the Atari *Pole Position* disappears utterly.

The game uses four different keys to control the racing car, the space bar is for changing between low and high gear, the A and S key act as the steering wheel and the return key as the brake.

As you steer left and right, the view of the road changes, but instead of the smooth animation and movement I'd expected, the sides of the track began to break up and the mountain scenery in the background began to flicker.

The game also appears to be very easy to play. There's no real challenge and passing several cars at a time, even on corners, is not a difficult task as the cars very rarely try to change lanes.

The graphics are good, but spoilt by the flickering.

The game comes in the usual high quality packaging you would expect from Atari and includes a chart which allows you to follow the fortunes of your Grand Prix heroes over the season. There is only one small problem — the chart is for last year's season.

• Graphics	7
• Sound	7
• Value	6
• Playability	6

R·E·V·I·E·W·S



by neutronium and have in-built lasers as defence.

In control of your tiny fighter plane, you must fire at the beasts, weakening them until they can go on no longer.

Attack is a sideways scrolling game, stretching over ten screens. At the top of the current screen, a small representation of the whole game is shown so that you can work out your position and the distance to the nearest camel.

The group is gradually marching towards the side of the screen and, if they make it, the planet Earth will have been destroyed and you are branded a failure. But score enough hits and the camels will be wiped out one by one.

If you've wished that your Atari could have the same games as your friend's 64, then now's the time to start catching up.

• Graphics	9
• Sound	9
• Value	8
• Playability	7

MAZE GOLD

MACHINE: Vic 20/ keyboard or joystick
SUPPLIER: Visions
PRICE: £5.95

Maze Gold is a very basic maze game with very basic graphics and game play which is basically very frustrating! You control a little chap who has to work his way around the many rooms of a *Centipede*-style maze picking up bags of gold. There are nasties out to get you as you go for gold — which make life even more frustrating as they move in for the kill pretty swiftly.

Overall not a very exciting game. There's better about — even for the poor Vic.

• Graphics	5
• Sound	5
• Value	5
• Playability	4

MAGIC R'ABOUT

MACHINE: Spectrum 48k
SUPPLIER: CRL
PRICE: £6.95

Dougal was in the Enchanted Garden of The Magic Roundabout. As always, he was trying to find some sugar lumps to eat, which someone had scattered over the ground.

"Look", said Dougal. "Someone's left all this sugar around. It's just what I need to keep my strength up while I'm trying to build my house."

Brian arrived. "Hello Dougal", he said. 'Hello Brian", said Dougal. "Don't touch me", said Brian, "or you'll lose a life. That's what happens in these computer games." "Pardon?", said Dougal. "Do you mean that I can't touch anything that moves?" "Got it in one", said Brian.

Mr McHenry shot past on his trike. "Can't touch me either", he panted. Ermintrude appeared. "Well, hello dears", she said. "I hope you're all enjoying the game. Whoever drew me is pretty good with computer graphics."

Dylan arrived. "Hey man, what's all this excitement?", he said. "Can't I get back to sleep?" Dougal appeared. "I don't know why you're so happy", he said to Ermintrude "you may have been drawn well but I look like a loo brush. And the screen scrolling is awful. Now, if you'll excuse me I've got a house to build. And I'm almost out of sugar."

Florence appeared. "Hello everyone", said Florence. "Hello Florence", said Dougal. "Are you in this game as well?" "Yes", said Florence. "Seems we all are."

"I told CRL that I could have done some better sound effects for this game",, said Dylan, "but they wouldn't listen. Now hear what they've done to it. It's awful."

"Bother!", said Dougal, rushing past. "I'm out of sugar and I've used up all my lives. I bet the game will end now."

He heard a springing sound, and looked up. "Time for bed", said Zebedee.

• Graphics	7
• Sound	5
• Value	6
• Playability	7

This issue we introduce a new feature — a rapid round-up of new releases for computers that are NOT Spectrums or Commodore 64s! For those of you with other machines, it might just seem that they are taking over the world — but there are software houses writing games for other machines too.

AMSTRAD	Level 9 Computing	Return to Eden
	Addictive Games	Football Manager
	Computersmith	Roland Ahoy
	Cases Computer Simulations	War Zone
	Anirog Software	Flight Path 737
	Amsoft	Astro Attack Quack a Jack Roland on the Run
	Microbyte Software	'Er & Bert
	ASK	Number Painter
	Alligata	Blagger Son of Blagger
	Amsoft	Fruit Machine Amsword Hi Soft Pascal 4T
VIC 20	Software Projects	Fatty Henry
	Software Projects	Revenge of the Quadra
ATARI	Ray Hodges Assoc.	Space Shuttle
	Scorpio Gamesworld	Cavern Commander
	C.S.M.	Henri
BBC	English Software	Jet-Boot Jack
	MRM Software	Artist
	Microbyte Software	30 Space Ranger
	Century Software	PCW Games Collection Starfinder The Horse Lord
	Argus Press Software	Savage Pond
	Software Projects	Ledgeman Ewgeebez Crypt Capers
	Catalyst	Pole Postion
	Romik Software Ltd	Titans
	Blandfold Software	Family Quiz The Dots
ELECTRON	Microbyte Software	'Er & Bert
	Century Software	PCW Games Collection Starfinder
MSX	Eclipse Software	Hot Shoe
	ASK	Number Painter
	Microcom Comms Ltd	Waffle Swamp IGI NUG — IT
	Kuma	Superchess
TEXAS	Absolute	Robactive
	Sceptre Software	Sloopy's Christmas (+ Musiload)
DRAGON	Cambrian	
	Computersolve	Snow Queen
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Are you brave enough to enter the savage world of mighty Conan?

You've experienced his barbaric world in movies, novels and comics. Now Conan is ready to spring to life in your home.

So flex your muscles and prepare to do battle.

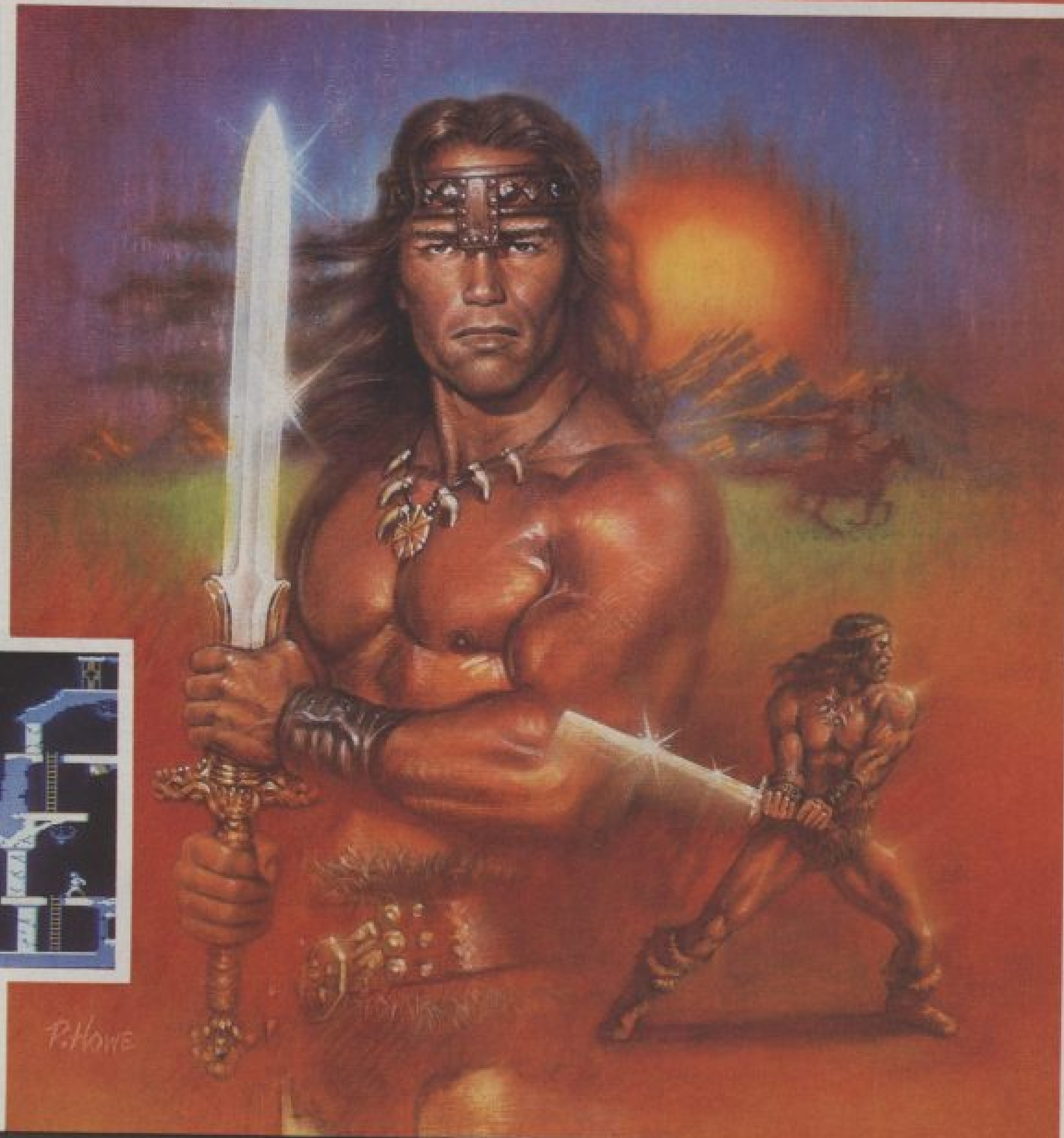
Your mission is to slay Conan's wicked rival and bring home a bounty of gems. Blocking your way are fire-breathing dragons, poisonous scorpions, vicious bats and other deadly adversaries.

If that wasn't enough, you also have to fight your way through dark caves and dangerous dungeons, while looking out for mysterious creatures waiting their moment to attack!

ATARI

64





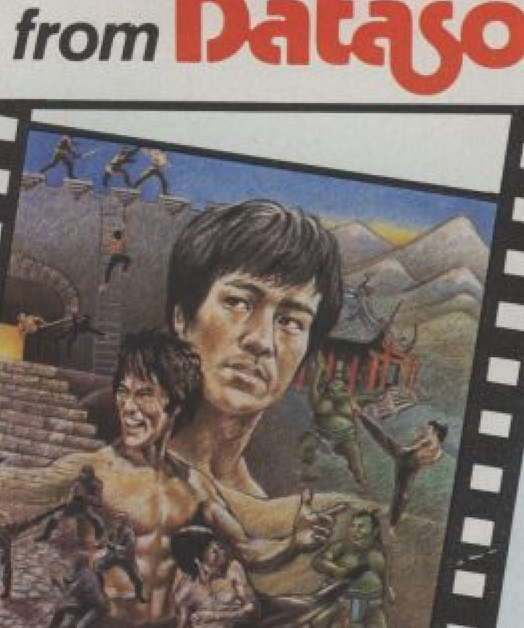
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Doomdark's Revenge Part 3

Tarithel rescued Morkin last issue but now he sets off on his own quest across the inhospitable land of Icemark.

This is the last in this series of Fighting Fantasy novelettes based on Beyond Software's best-selling *Lords of Midnight* and *Doomdark's Revenge*.

Can you help Morkin survive the rigours of Icemark...? Turn to Competition page 30 to win Commodore 64 versions of *Lords of Midnight*.

PART 3 MORKIN'S QUEST

In this episode of Doomdark's Revenge you take the part of Morkin, son of Luxor the Moonprince. To play you will need two dice, a pencil and a rubber. You should also take a glance down these simple rules.

BATTLES

If you have to fight with Morkin or his 10 Fey Warriors, this is done by using the dice. Battles are fought through a character's skill taking hits against his opponent's stamina.

So, if your character's stamina is 8 and his opponent's skill is 7, every time his opponent throws 7 or under with the two dice, your stamina goes down by one point. If it reaches zero, you are dead. Stamina is not replaced.

When the Fey warriors go into battle, their stamina is equal to their number. If all 10 are alive they have a stamina of 10. Each drop in stamina means one warrior less.

MAGICAL POSSESSIONS

Morkin has three magical possessions which he carries in his backpack: an axe Dragon Slayer which adds one to his skill in battles, a Ball of Fire which can give off tremendous heat and The Cup of Dreams which will revive a whole platoon of men.

Morkin



THE CHART

The chart below enables you to keep track of the game. Every time a possession is lost it should be crossed off, every time a man is killed, he must be removed. You should also cross off lost stamina points.

IMORN THE ARCHER

Among your troop of 10 warriors is an exceptional archer, Imorn. He may be of great use in the quest and should be kept alive if possible.

SKILL

Morkin starts the game with a skill of 9 and a stamina of 8. His warriors have a combined or individual skill of 9 and a stamina of 10 (one point for each of their number). Skill can be used in all sorts of situations — not just battles.

PLAYER CHART

Morkin
Skill: 9. Stamina: 1, 2, 3, 4, 5, 6, 7, 8.
Weapon: Sword or Dragon Slayer the Axe (which adds one to Skill).
Possessions: Axe, Ball of Fire, Cup of Dreams.

The Fey
Imorn: 2,3,4,5,6,7,8,9,10.
Skill: 9.

1) Tarithel, aided by her magic and a band of goodly Fey warriors, has rescued the proud Morkin from his imprisonment in the Pit of Alazorne. Morkin learns that his father, Luxor the Moonprince of Midnight, is also in the land of Icemark.

Luxor and Rorthron the Wise are even now raising an army to try and defeat the mighty Shareth the Heartstealer, Empress of Icemark. Shareth it was who imprisoned Morkin to tempt Luxor into Icemark, there to trap and defeat the Moonprince.

Morkin decides to send Tarithel back to the Forest of Fangrim with most of the Fey troop to rally armies to Luxor's banner.

Now take the part of Morkin as he embarks on his quest with the archer Imorn and turn to number 2.

2) Before you rise the great and treacherous peaks and icy passes of the Kahortharg but you have heard tell of an underground passage through caves beneath the mountains which should bring your small party out on the other side. The Pit of Alazorne, where you were held captive, is a small collection of caves cut in the side of a deep chasm.

There are passages which lead off from the bottom of the gaping hole, cut by the Dwarves and possibly still inhabited by this secretive race. Looking down into the pit, you notice that there are some small, ill-used steps cut away, leading down through almost sheer stretches of wall.

Imorn recommends that you use the ropes they brought with them from the Forest of Fangrim to scale down the depths.

- Do you take his advice and use the ropes? Turn to 12.
- Do you decide to risk the steps? Turn to 18.

3) Over the next series of peaks and at last you come to the end of the mountains. Beneath you lies a great pass leading out onto the plains of Glormane. On the plains mass two huge armies. From the distance you recognise your father's banner flying proudly on one side with massed ranks of Fey and Barbarians. There are even some Dwarvish contingents pressed in among them.

On the other side of the plains lie the serried ranks of Shareth's armies with Icelords and sparse legions of giants. There too are the Dwarves, ready to fight against their brethren. The two armies seem well-matched.

Suddenly you notice a great commotion and the pass below you fills with a great contingent of giants. Many ride the huge elks of the mountains. They look a powerful and determined force, capable of matching either side already on the battlefield and their banners and shields sport hastily drawn profiles of a woman's head.

- Do you instruct your archers to open fire? Go to 21.
- Wait and see which side of the battlefield they head towards? Go to 14.
- Try to push boulders down on their heads? Go to 43.
- Use the Ball of Fire (if you still have it with you) by hurling it into the snow on the mountainside? Go to 25.

4) Nothing for a long time and then a harsh whispered voice ahead of you breaks the quiet.

- Do you light the torches and rush forward, ready to do battle? Go to 28.
- Throw a lit torch ahead of you and shout after it, asking who is there? Go to 26.

5) The fountain is frozen over and a long jet of water is caught in mid-air. In its basin, you can still its life-giving waters below the ice.

- You can use the sword to break through the ice. Go to 51.
- Use the ball. Go to 35.

6) The main passage follows its path northwest and now starts to climb steeply. You travel on for many miles and eventually find the walls of the passage are studded with lit torches. Lesser passages lead off on either side and great stairways lead the main path ever higher. A new chill in the atmosphere suggests an end to your underground sojourn at the end of a day and night's travelling. The party emerges into the light of day from a gateway built high in the mountains and covered in Dwarvish runes.

- Go to 10.

7) You bring forth the cup and there is enough for one sip of its health-giving brew, for each of your party. The cup then magically disappears. But it has done its work — you all attack the mountain with new vigour.

- Go to 49.

8) There is a dankness all around and the men get restless on the ledge. Calling for a lit brand, you lower it on the end of the rope and notice it finishes 10 feet above the rushing torrent.

But, in the light of the flame, you see that an opening has been cut in the rock just below the rope's end and a short swing will carry a man into it.

- Go to 11.

9) The ridge looks down on a battlefield where two mighty armies are moving into position to do battle. A commotion draws your attention back to a huge host of giant folk racing through the pass below you. The dragon snorts at their blood-red banners, painted with the profile of a woman and makes to leap off the ridge to renew his fray.

- Do you order your men to help the dragon by firing arrows into the giants? Go to 23.
- Tell the dragon to wait and, instead, try to create an avalanche? Go to 48.

10) Holding cloaks tight against the bitter winds, you begin a slow descent down an icy path into a wide shallow valley. But after only two hours marching, the valley ahead swarms with unfurled banners and the ice echoes to hoofbeats as a mighty and well-equipped army approaches. On seeing your men, a small party of riders hurries ahead and confronts you.

Hopelessly outnumbered — there's over 1,000 riders in the army — you allow yourself to be brought before a fierce warrior commander. He sits astride a great black charger and his frosted helm is decorated with the horns of the mighty ice-elks which roam the mountain passes.

Introducing himself as Brentmere, Icelord of the Frozen Empire, he asks who you might be and what quest you pursue.

- Do you tell the truth, omitting nothing? Go to 47.
- Pretend that you are mere adventurers searching out Dwarvish treasure in the mountains? Go to 41.

11) Barely above the water you collect your men and your wits in a damp passage, chipped from the hard rock. The men seem uncertain whether to light their torches in case it draws attention to your presence in the cave. The all-pervading feeling is that unseen eyes, more used to the darkness than yours, watch from the dark recesses. Whispered voices echo nervously around from the Fey.

- Do you light the brands? Turn to 45.
- Do you decide it is safer not to draw attention to yourselves and proceed by running fingertips along the passage walls? Turn to 13.



Illustration: Gary Blatchford.

12) The Fey make their ropes well. You drop down to a ledge deep in the pit but the darkness still stretches before you and the ropes may not be long enough. A scout goes down and claims he can hear rushing water. He suggests that he jump down to the bottom

●Do you agree and let him try his luck? Go to 24.

●Order him back while you think of something else? Go to 8.

13) After a short while, the passage begins to feel less cramped. The last man strays slightly from the wall and with a yell, stumbles and falls. Then silence. You order the torches lit and to your horror, discover that a chasm has opened beside the path as you progressed. There is no hope for the fallen man and he must be struck from the list.

Spinning around you also see two Skulkrin blinking and rubbing their eyes in amazement. One hurls a sword at you but his aim is well off. The two creatures then turn and race off. You draw your sword and give chase and surprise seven such creatures around the corner.

●Do you order your men to attack? Go to 19.

●Draw the axe Dragon Slayer from the pack? Turn to 33.

14) They rush out and side with Shareth. Too late, you send arrow flights after them.

There is no way now that you can influence matters only sit and wait and hope.

●Go to 54.

15) At his signal, his men fall upon you. With a mighty blow you manage to strike Brentmere down but your men are overwhelmed. The quest is over.

16) Brentmere is swift but Imorn is swifter. His shaft stands proudly in the Icelord's chest and the mighty figure tumbles onto the ice. With a unanimous roar of rage, his troops fall upon you and your party's quest ends here.

17) Raising the axe above the sleeping creature's long neck, you notice what a shabby state the creature is in. The axe comes swooping down and bites deep into the creature's neck, the body immediately springs to life, lurching forward as though to crush you. But you leap clear and within seconds the dragon's death-throes are over.

●Go to 5.



18) The steps prove treacherous and the climb down is long. The deeper you get, the more dank they become. The sound of water drifts up from the bottom. A rich green algae coats the steps and you shout up for the men above you to be careful. But inevitably one man slips and falls. There is just a chance that your footing is good enough to risk trying to catch his cloak as he passes.

But the fall below is still long and the water's distant roar is ominous. Dare you risk your own life and this quest for his?

●You try to catch him. Turn to 31.

●Your instinct drives you in against the wall and out of danger. Turn to 37.

19) Your men were half prepared and rush into the fray.

The Skulkrin have a stamina of 4 and a skill of 4. Take off one man for every stamina point you lose.

●Turn to 6.

20) The Icelord's stamina is (8) and his skill is (7). The two of you must battle to the death. If you win then go to 39.

If the Icelord wins, the quest ends here.

21) You can bring down two giants for every man left in your command before they reach the end of the pass. If Imorn is still alive, he will bring down an extra two. The rest battle their way through to the plains and side with Shareth and the battle commences. There is no way you can join in the action but only sit and wait and hope.

●Go to 54.

22) You manage to reach the Dragon which opens one sleepy eye as you make the last two yards. Your sword whistles through the air and rebounds off the creature's horny skull. With a roar it belches forth flame and your quest ends as a blackened spot in the snow.

23) The dragon manages to bring down some 30 giants before it succumbs to their huge spears. Each man left alive in your command can bring down two before they reach the end of the pass and Imorn (if he is still alive) will bring down 4.

●Goto 54.

24) He drops into the darkness and there is a splash. Then nothing. If he cried out, the roar of the waters drowned his call. Strike one man from your party.

●Go to 8.

25) The ball of fire disappears into the snow on the mountainside and a great mist begins to issue forth, making it hard for the giants to see their way onto the plains. Some 30 are left stumbling around in the pass. The rest rush to join Shareth's sides as the two great armies meet in the middle of the plain. You cannot now influence the battle but must merely hope Luxor prevails.

●Go to 54.

26) In the light you can see a chamber with seven Skulkrin blinking and with weapons drawn. Issuing a shout, they disperse, running off into a tunnel which would appear to lead east.

●Go to 6.

27) The energy-sapping climb takes its toll and on one treacherous stretch, one of your colleagues slips and falls to his death. Throw one dice and if it comes up one or two, then it was Imorn whose talents you can no longer call on.

Either way you must cross one more man from your command.

●Go to 49.

28) Turning a corner, an arrow whizzes past your nose and imbeds itself in one of your colleagues. Before you stand seven Skulkrin.

Your command must be reduced by one man.

●Do you reach into your backpack for the great axe Dragon Slayer? Turn to 33.

●Order your men to attack the Skulkrin. Turn to 19.

29) A great pink tongue forks out of the dragon's mouth and drops into the Cup of Dreams. Swiftly, his eyes become fully awake. Looking down into the cup, you realise that every bit of goodness has been drained from its bottom and looking up you see a fully refreshed dragon rearing above you. "If you be a lover of the Giants, depart now and be spared," its voice hisses out at you.

"Is that all the thanks I get". Leaning back on your sword, you stare up into its stony gaze.

"Know you puny one that I have just fought with the great giants, Bezeldorn, Thromgrol and Uthecus among them. E'en now they race their armies to Shareth's aid in the battle on the Plains of Glormare and I must go back to prevent this. My race has no love of giantish folk and be sure they will grow strong on this victory, for the Barbarian and Fey races have ranged themselves against Shareth."

Questioning him closely, you discover that Luxor has arranged his armies on the plains to the west and Shareth's force is bearing down on him there. A huge force of giants is rushing to join the battle now through these very mountains. He aims to fly now to the top of yon ridge and try to

halt the giants' progress onto the battle field.

"Shareth" you murmur, "Would that she were also passing beyond that ridge."

"Her bane lies within that fountain," snorts the Dragon, "If you can burn through its mouthpiece, those long jets of ice are The Ice Shards. They are all that remain of the Ice Empress' mother, smuggled out of Imriel by a loyal Icelord after she had been turned to frozen water by her daughter."

●Do you try to break the Ice Shards off with your axe, if you still have it? Go to 38.

●Use the ball of fire to break through them? Go to 53.

30) The dragon grabs the Ice Shards in his forepaws and swings out off the ridge and over the plain. But as he approaches Shareth's position on the field, he is hit by a spear and falls to his death, dropping the crystal.

●Do you let it fall and hope it still strikes Shareth? Go to 36.

●Or order Imorn (if he still lives) to fire at the crystal as it drops? Go to 32.

31) As he drops past you, your instincts take over and you grab blindly at his cloak.

Luckily you succeed in getting a good grip and the cloak's catch is strong. Throw against your skill to see if you succeed in bringing him in. If you can throw it with two dice, he is saved. If you throw a 12 you too fall to your death with him and the quest is over. If he still falls, strike one man from your command list.

●Turn to 11.

32) Imorn must throw under his skill to hit the shards which are falling at a fast rate and at the very limits of his range.

●If he misses Go to 36.

If he scores a hit, the ice shatters and breaks into 1,000 needle-like points. These crowd together as though with a life of their own and with new impetus twist in the air and hurl themselves at Shareth. A 1,000 tiny shards plummet into the Ice Empress and, piercing her white skin, begin to worm their way towards her frosted heart. As she falls, her army stands in disarray.

●Go to 54.

33) The axe glistens in your hand as you draw it from your back pack. Striding forward, you launch into a mighty swing aimed at the Skulkrin band. Throw against your skill to see if you have managed a hit. If successful, two Skulkrin suffer the full consequences of the blow and the rest scatter.

●Turn to 6.

If unsuccessful, you miss with your strike. The axe slams into the rock wall and you must throw one dice to see if it survived the impact. A one or a two and the blade shatters.

●Turn to 19 as your men join the fray.

34) You give up the axe and he proves as good as his word. You are free to go.

●Go to 44.

35) The ball slips quickly through the ice, releasing its life-giving waters which are eagerly consumed by your men. The ball has disappeared.

●Invigorated, you move onto 3.

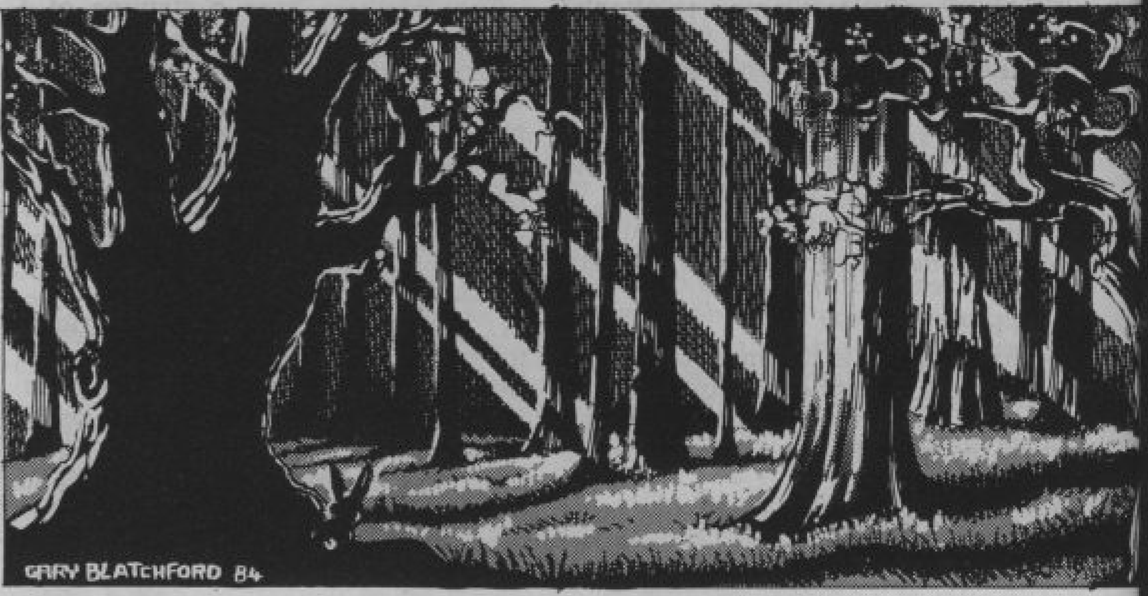
36) The crystal drops and smashes into the ground close to Shareth, causing confusion in the ranks of her army, but leaving her unscathed. Helpless now, you sit on the ridge and await the outcome.

●Go to 54.

37) You drive yourself hard against the wall and barely manage to escape being knocked off your perch by the falling figure. Throw one dice and if it comes up a 1, fate has decreed that Imorn the archer has been lost and you must proceed without him. Either way, strike one man from your command.

●Go to 11.

38) The axe swings in the cold air and smashes into the icy jet which shatters into a trillion tiny shards raining down on you and your companions. Realising you have



rendered it useless, you decide to ignore the shards and rush up to the ridge on which the dragon already sits.

●Go to 9.

39) The Icelord lies dead and his captain rushes forward to confirm this. Finally, he turns to you. "We will return him at last to Imriel. He has been away too long. Go now and quickly. M'lord would have wanted it thus."

●Go to 44.

40) The fountain is frozen with a jet of water caught four feet in the air. But below the surface you can see its life-giving waters. You can crack open the ice with the sword and risk waking the Dragon or use the ball of fire to burn down into the water at the base.

●Use the sword. Go to 51.

●Use the ball. Go to 35.

41) "Dwarves have more treasure than I could stomach," agrees the Icelord. "They lose little enough of it as I hear. Go on and fare thee well in thy quest."

●Go to 44.

42) The dragon takes off and plunges into the battle. His swoop seems destined to finish atop of where Shareth commands her legions, but your precarious hold on his scales makes it impossible for you to retain your seat on his back and you are sent spiralling off and down to earth. The quest is over.

43) The boulders prove impossible to shift and the giant force makes its way onto the plain, siding with Shareth. You cannot influence the battle now but must sit and wait and hope.

●Go to 54.

44) Travelling on, the glacier finally comes to an end and a road leads upwards into the pathway through mountains. Your men have now been travelling continuously for several days and are feeling tired. You urge them to continue.

●Do you decide to offer all a drink from the Cup of Dreams? Go to 7.

●Or exhort them to greater endeavours? Go to 27.

45) Lighting the brands seems to revive everyone's spirits. The passage quickly closes down and you move on in single file. Gradually the roar of water is left behind and the silence is only broken by your shuffling feet. After what seems like an eternity, you hear a soft clang ahead. You halt the Fey but there seems nothing else to do but go on.

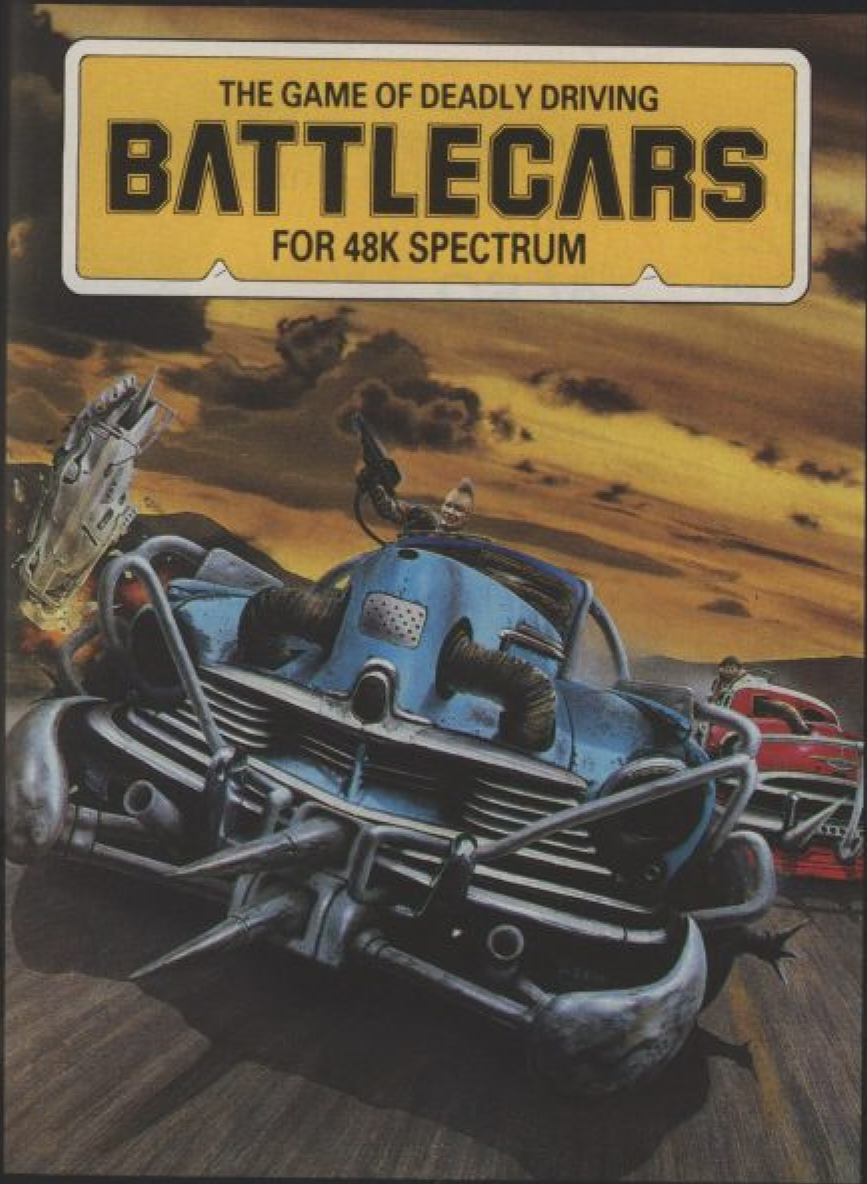
●Do you douse the lights for a short spell? And wait straining your ears? Go to 14.

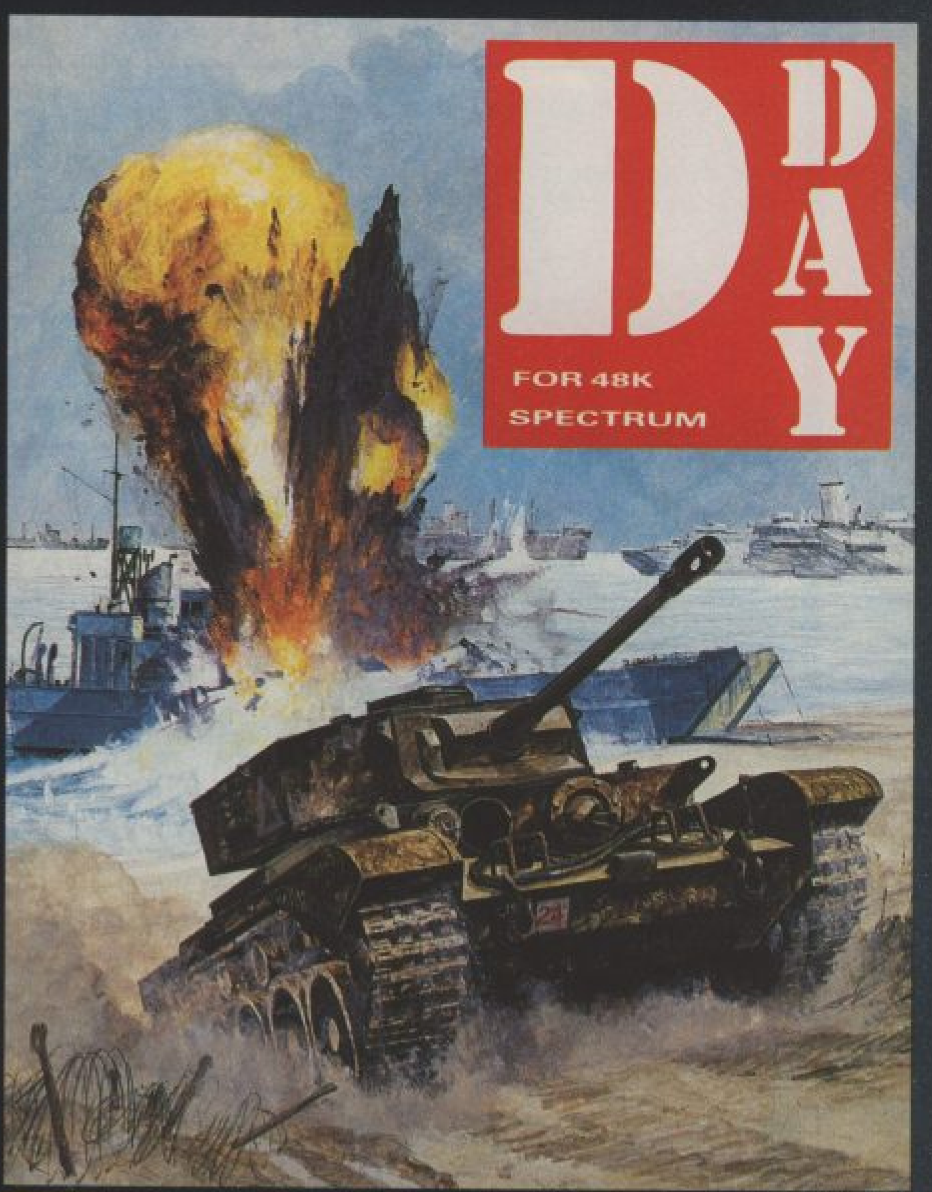
●Do you proceed as before but with weapons drawn? Go to 18.

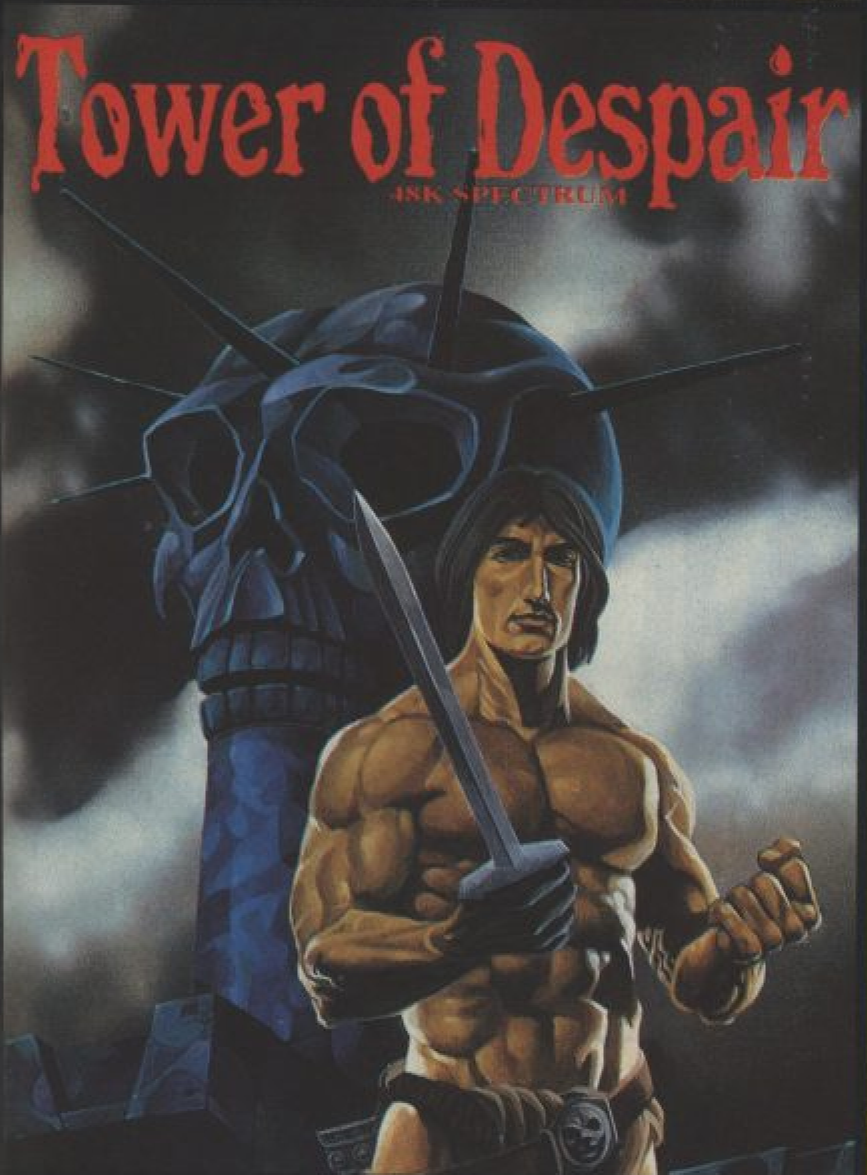
●Do you douse lights and proceed? Go to 52.

46) The Dragon's body appears covered with bruises and cuts. As you approach, it raises one weary eyelid and glares dully at you. This close, it looks past help and also past the point of being a danger, except for a small trickle of smoke, wafting

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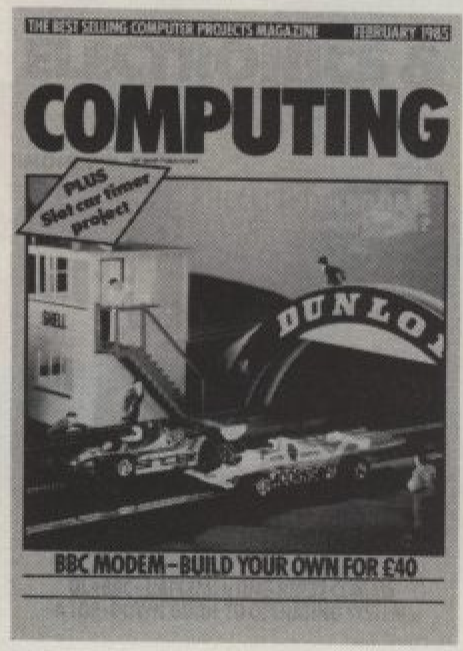
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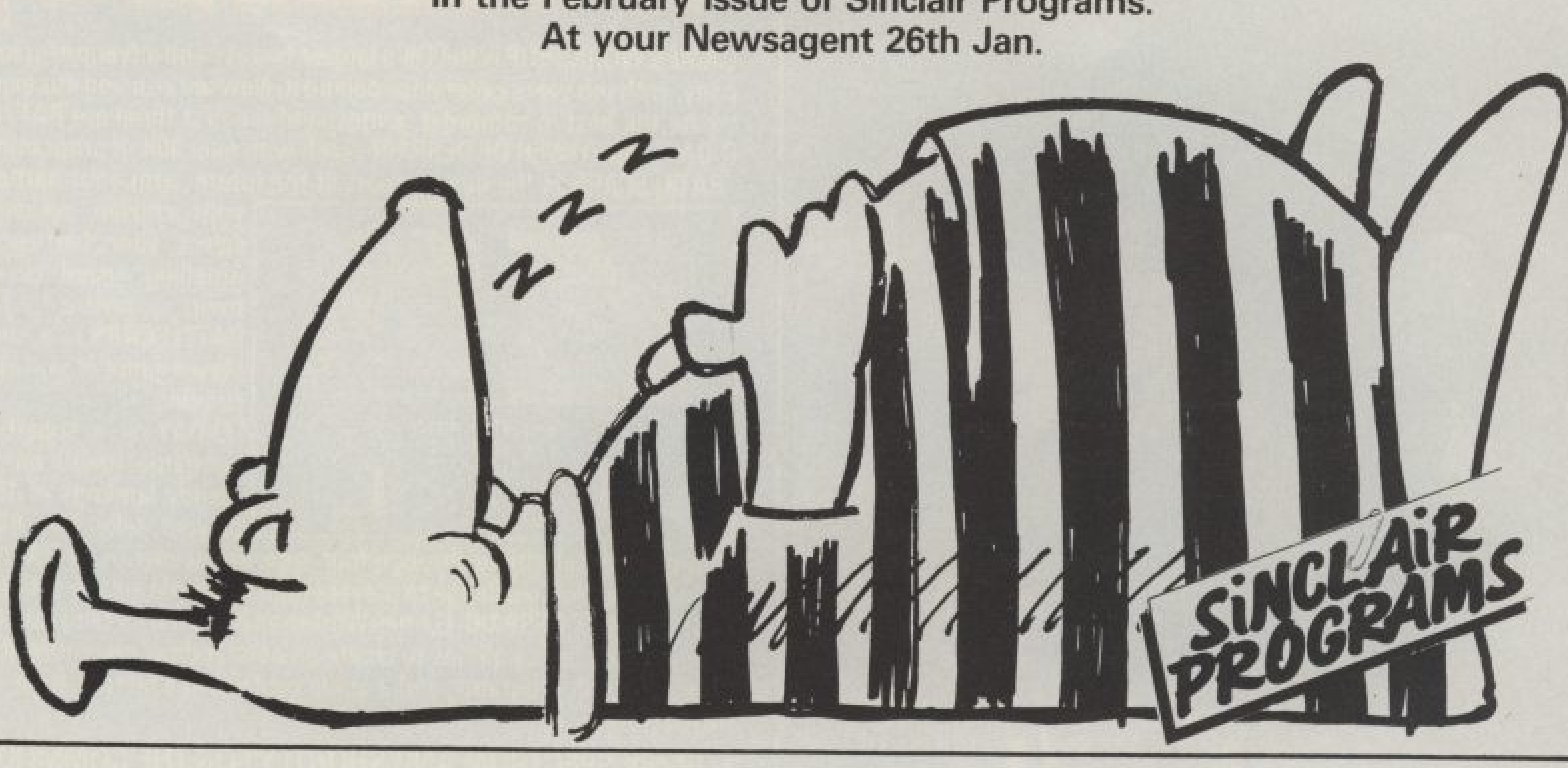
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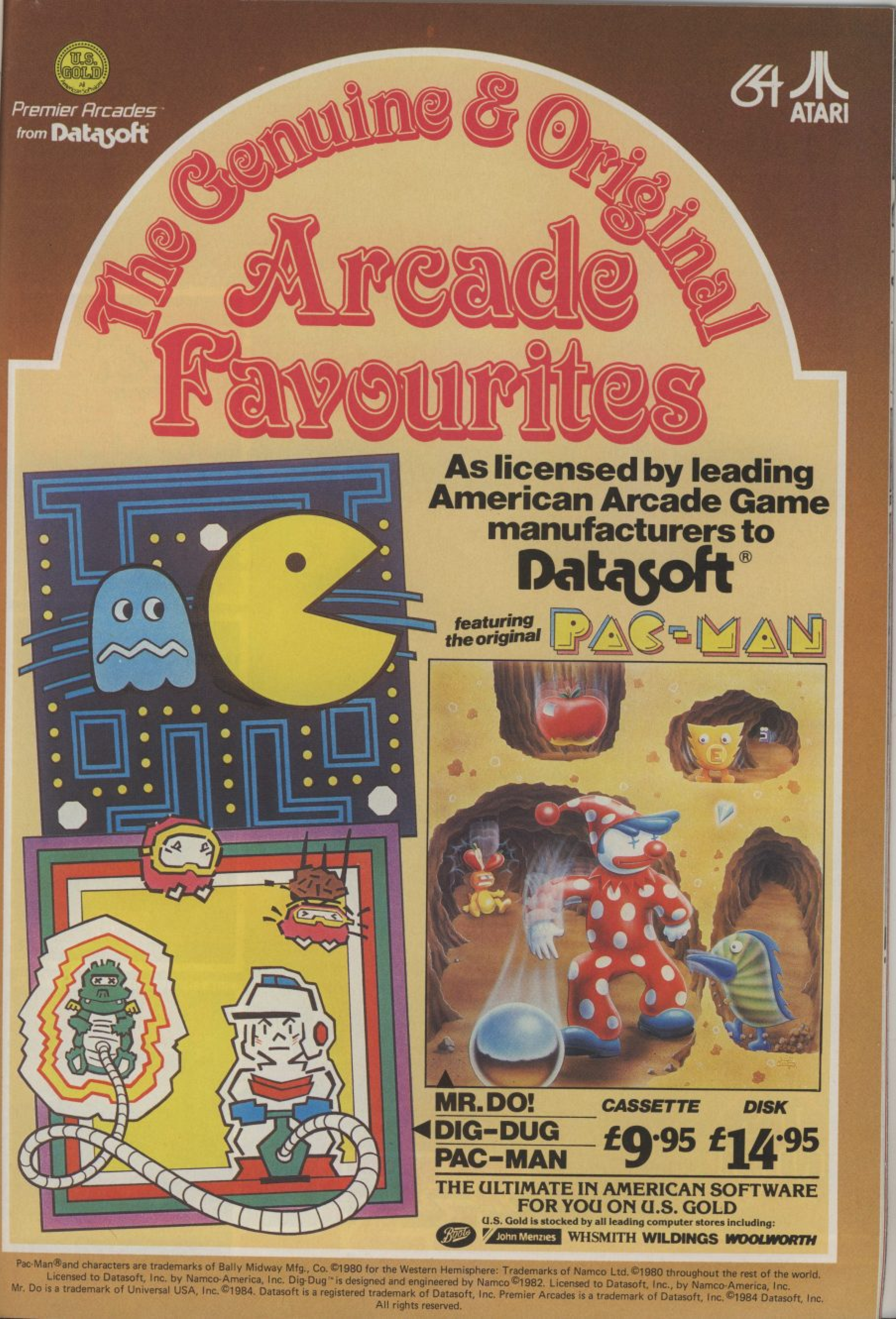
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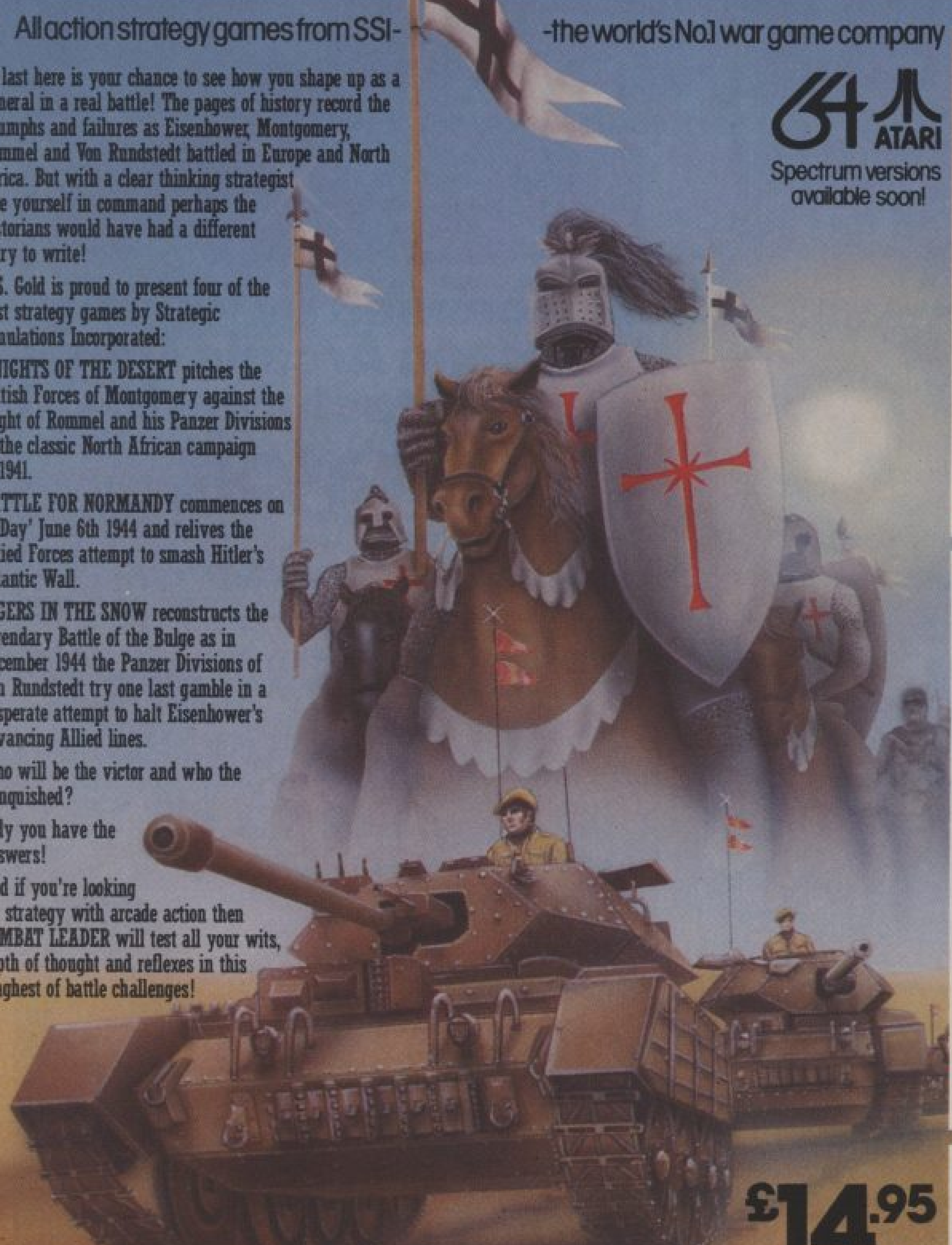
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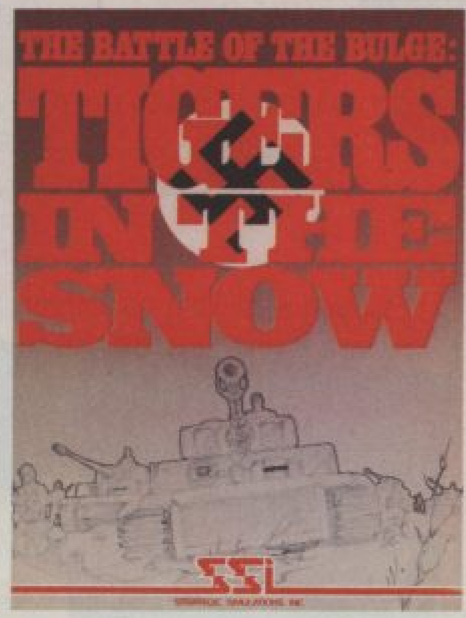
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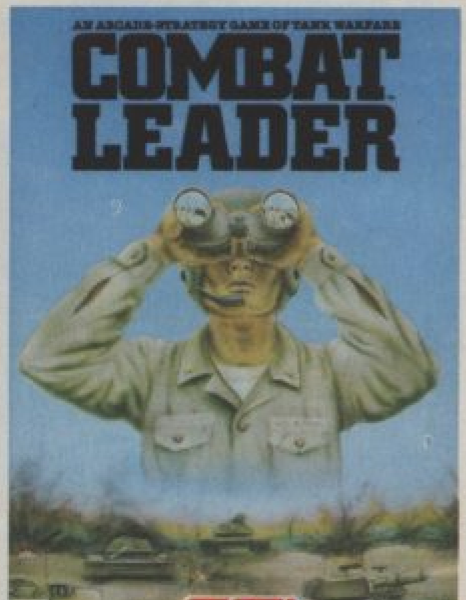
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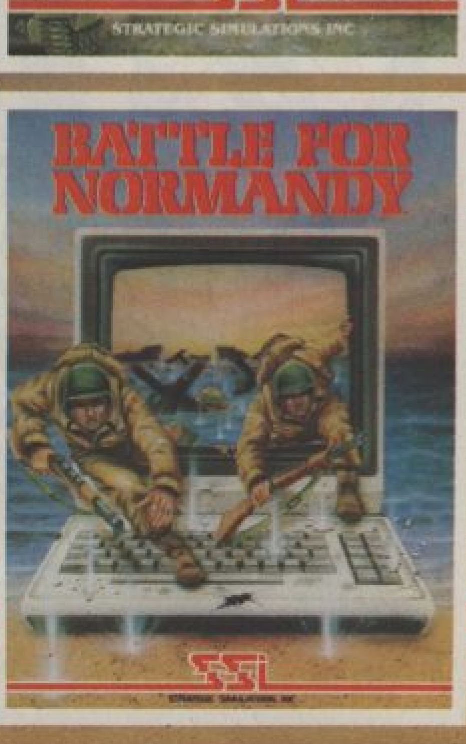
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from its one open nostril.

"Would death be a blessing to you, creature of the mountains?" you ask solemnly.

"Life 'twould be more welcome," it answers breathlessly, to your surprise.

●If you still have the Cup of Dreams, you could now hold it under the creature's nose. Turn to 29.

●Or you decide the treasure is more badly needed for your own men (or may have already used it) and put him out of his misery. Go to 5.

47) As your tale unfolds, it is clear that Brentmere knew nothing of Shareth's designs on Midnight, or aught of your father's entry into Icemark and his raising of an army to do battle with Shareth.

His anger grows and he obviously takes each insult to Shareth, his empress, personally.

Eventually he erupts: "No more of this, interloper. Know you that I, Brentmere, hail from Imiriel, and left my lady's side three years hence to discover the Ice Shards and destroy them before enemies uncover them and use them against her." He draws a mighty sword: "Now I will destroy you the same way."

●Draw your sword and agree to take part in combat with him. Go to 20.

●Pull your axe Dragon Slayer to do battle. Go to 50 (if you still have the axe).

●Order Imorn to bring him down before he can strike. Go to 16 (if Imorn still lives).

48) Finding a large overhang above the pass, all your men put their weight behind it but it is only when the dragon breathes on the snow beneath it that the great chunk gives way and topples down into the mountain pass. It takes tons of snow and rubble down with it and, by the time the last boulder has fallen, an impenetrable barrier has been laid across the pass. In confusion, the giants stumble back (this is worth 50pts at the end of the game).

As the two armies close, the dragon seems prepared to fly in and join the battle.

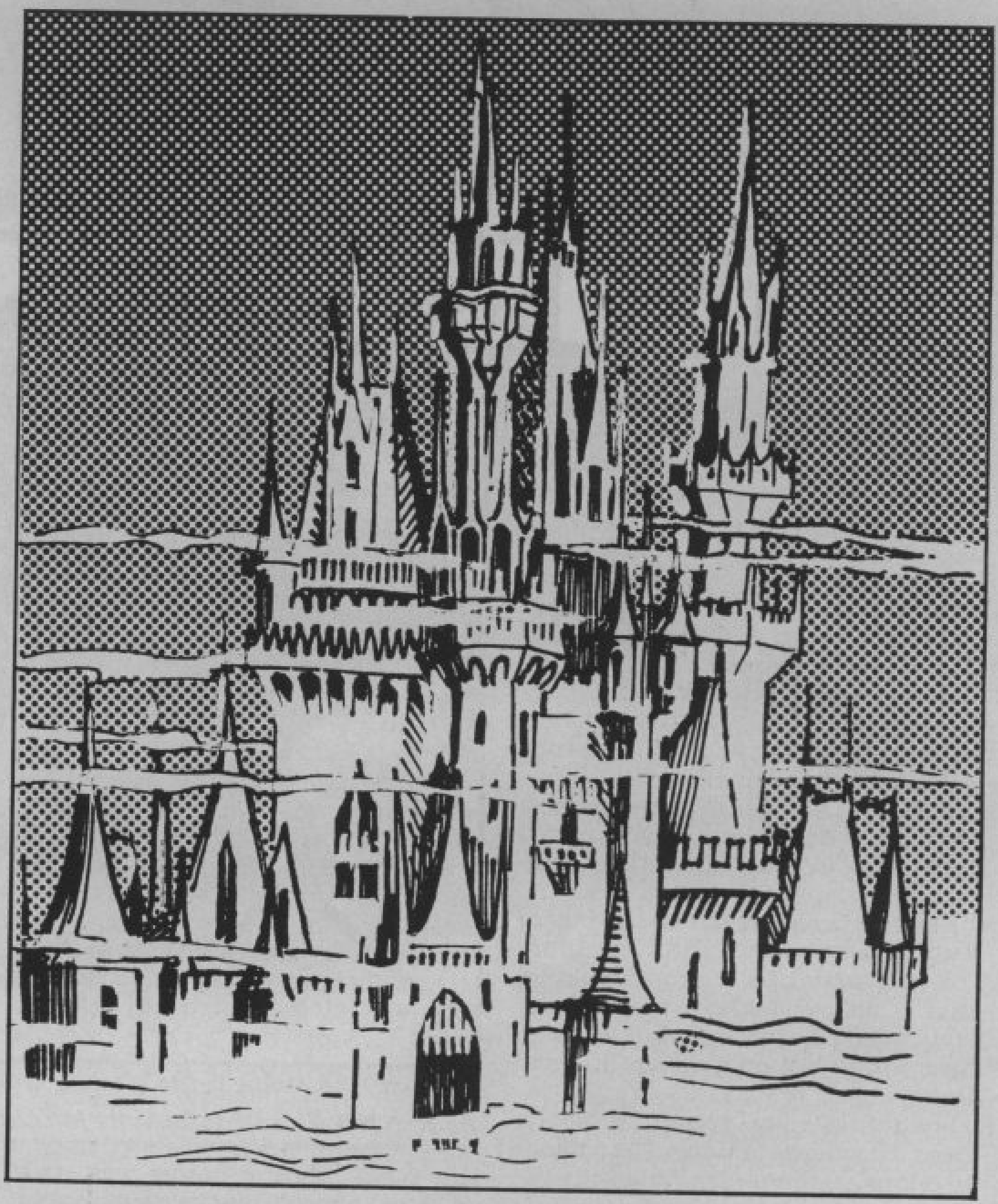
●Do you ask him to wait while yourself and your archers climb on board? Go to 42.

●Or give him the Ice Shards and tell him to drop them on Shareth's head? Go to 30.

49) Looking down into a valley, you see a great dark shape lying beside a gleaming fountain. Going down into the vale, it quickly becomes clear that the shape is a Dragon which appears asleep and the fountain is frozen. You manage to get quite close without waking the huge creature.

●Do you decide to try and get closer and kill the creature with your sword? Go to 22.

●Decide to kill it with the axe (if you still have it in one piece)? Go to 17.



●Or decide to leave it where it lies and sneak past to the fountain? Go to 40.

●Step boldly forward and tap it firmly on the snout? Go to 46.

50) The axe glistens in your hand. At the first clash the Icelord's blade shatters beneath its blow. He stares in admiration at the axe. "That axe is magical, is it not?" You nod. "I must have it for my Empress. Give it to me and I will let you go free. Otherwise, I will order my men to attack and take it from you."

●Do you give it up? Go to 34.

●Do you refuse? Go to 15.

51) The sword gradually does its work on the ice and eventually the waters bubble up and your men thankfully drink the sparkling clear spring water.

●Invigorated, you move on to 3.

52) The passage opens into a chamber and you are suddenly sent sprawling by a rope tied across the floor. Some sixth sense sends you rolling out of the way of a sword thrust in the darkness. Only the clang of the blade on the stone floor bears witness to its existence, where you had lain just a split second before.

A colleague is not so lucky and the rending of his armour is followed by his death-cry. Ordering lights, you see yourself faced by seven armed Skulkrin.

●Do you reach into your backpack for the axe Dragon Slayer? Turn to 33.

●Order your men to attack the Skulkrin. Turn to 19.

53) The ball of fire is brought from your backpack and held against the base of the icy jet. Without so much as singeing you, it rapidly glows red-hot and the chunk of ice drops into the arms of your companions.

Cradling the Ice Shards in your cloak, you follow the dragon up the mountainside to where he has settled on a ridge overlooking a pass.

●Go to 9.

54) Congratulations on surviving the third part of *Doomdark's Revenge*. Score a point for every giant which didn't reach the final battle and double it if Shareth was killed.

100 points. Excellent.

50-99 points. Very good.

30-50 points. Fair.

20-30 points. Could do better.

Under 20 points. Don't call us.

Now try the final set of questions based on this trilogy.

FILM







Top left: The Mogwai, the ghastly creatures in Gremlins

Bottom left: The Ghostbusters in action!

Top right: A's co

Bottom rig Grace

You fans of science fantasy films have had a field-day lately, with numerous different films flooding the cinemas between autumn and Christmas.

The science fantasy bonanza started on October 5 when *Electric Dreams* came out — and there were more to come. *Conan The Destroyer* quickly followed and, by Christmas, *Ghostbusters, Gremlins* and *The Last Starfighter* arrived in British cinemas. The last one out was *Dune* which waited until January 11 before making its appearance.

Some of the films have games, some not. But it was unanimously decided in *C&VG*'s office that some, we think, should have.

Electric Dreams was the product of Virgin Films and 20th Century Fox, the story of a micro unlucky in love. Think you know the feeling? You haven't heard anything yet — at least you're not cooped up in metal casing.

Bought by shy young architect, Miles Harding, Edgar the micro develops an interest in Miles's cello-playing neighbour, Madeleine. It copies the songs she plays on her cello and plays them back to her, making her believe that Miles is really a talented musician who is just too shy to admit it.

Meanwhile, Miles appears to have talent in other directions and soon turns his beautiful neighbour into his girlfriend. However, the micro gets extremely jealous and shows its displeasure by locking Miles into the house when he should be at work, playing rock music full blast when he isn't there and even using its voice synthesiser to insult the neighbours when they complain about the din.

Edgar composes love songs for Madeleine, at Miles's request, and is heartbroken when she thinks Miles made them up instead. In the end, the poor machine can't bear it any longer and decides to go away, having learned how tempestuous love can be.

Filmed at Pinewood and in San Francisco, the $5 million film is aimed at 12-30 year olds but virtually anyone else can go and see it as its PG (parental guidance) certificate is practically meaningless and does not require an adult to accompany you, no matter how old you are.

The movie was directed by 27-year-old Steve Barron, who has two children himself and is responsible for the Michael Jackson *Billy Jean* video as well as various videos for Adam and the Ants. As you may expect, the music in the film is second to none — a reminder that Virgin is, first and foremost, a music company.

Meanwhile, co-producers Rusty Lemorande and Larry de Waay, who also co-produced the film *Yentl,* unleashed *Electric Dreams* in the US in September where it did very well.

Dune was slightly more expensive to make at around $40m and is basically a science fiction film based on Frank Herbert's book, with spaceships and monsters, but not a *Star Wars*-type film as such.

It centres around the planet *Dune,* 10,000 years into the future, where a huge battle is being fought. On the depressing side, it is described as "a world of the future that is disturbingly like our own", but on the plus side, the cast features the amazingly good looking Sting, as a cruel and conniving adversary. That in itself should be enough to sell 50% of the tickets, including my own.

Made by Universal, the film is distributed by United International Pictures (UIP) who are made up of Paramount, Universal, United Artists and MGM. There are no plans as yet to turn it into a game, and the rating is again PG, with the film being pitched at 15-year-olds. Directed by David Lynch, dual academy award nominee for *The Elephant Man,* the film was produced by Raffaella de la Laurentiis (see if you can spell that backwards with your eyes closed).

Ms. de la Laurentiis also produced *Conan The Destroyer,* a sequel to the film *Conan the Barbarian* and based around the Conan comic books. It features well known stars such as the mountainous Arnold Schwarzenegger as Conan, and singer Grace Jones as Zula, who slinks around looking characteristically ferocious.

Filmed on location in the beautiful country of Mexico, as well as in Mexico City, it is again pitched at 15 year olds. The story is about a lovesick Conan who wants his ex-girlfriend back (he can't miss her that much though, since he is having a fling with someone else).

He meets the treacherous Queen Taramis who promises to help win his girlfriend back if Conan goes with her niece Princess Jehnna to find a magical key that will unlock a vast treasure. Its discovery, however, would have hidden drawbacks — such as death. From the start, things

FANTASY





ight: Alex's co-pilot Grig in The Last Starfighter
m right: Grace Jones as Zula in Conan The Destroyer.

get unbelievably complicated so rather than explain, maybe you ought to find out the rest for yourselves!

Unfortunately, the film has no computer game but US Gold do have one for the original *Conan the Barbarian*, part of their Famous Faces range of games, which also includes *Dallas Quest* and *Bruce Lee*. The game runs on the CBM64 and Atari and costs £9.95 on cassette and £14.95 on disc.

Indiana Jones and the Lost Kingdom, as in the movie, is also coming out for the CBM64 at £9.95, to remind you of the film which has been out for almost a year now from Lucas Films.

The Last Starfighter, another Christmas goodie, is a Universal/Lorimar production, directed by Nick Castle and produced jointly by Gary Adelson and Edward O. Denault. As yet, no game is out for this, but a spokeswoman for the film tells us there may be an Atari deal in the US shortly, which would indicate something happening here too.

Centred around Alex, a video games player who finds himself taken off to the strange planet Rylos to become the last starfighter, the film may not endear itself to 50% of the population, ie the female half.

For all its special effects and great graphics, it is a crashing disappointment in that the girl, Maggie, is left to twiddle her toes at the trailer park where she lives with Alex, while he whizzes off round the universe, having an amazing time.

But although Alex gets all the action, you'll be glad to hear that he's not your typical macho twerp. He actually comes across as quite an interesting person with a mind of his own, not completely obsessed with impressing his girlfriend. He gets homesick, decides he wants to return to earth, and does so — only to take off again, this time with Maggie.

Gremlins, from Warner Brothers, gets a thumbs down and several large raspberries for being unnecessarily bloodthirsty and sadistic. Its imagery, in particular, is questionable, reminding you more of black magic films and gargoyles than a film for general entertainment.

One of its executive producers is Steven Spielberg, well known for his box office hero *ET*. However, if you liked *ET*, it's highly unlikely you'll like this one, sad as that may seem.

It all begins when an inventor returns from Chinatown with an unusual present for his son, Billy. The pressie concerned is a cute-looking pet, otherwise known as a Mogwai, which the family calls Gizmo. However, there are stringent rules for looking after the pet, namely: keep him away from water and don't let him get wet, keep him out of bright light or it will kill him and, most importantly, never feed him after midnight.

If the Mogwai is fed after this time, creatures will appear that look satanic at best, with reptile-like appearance, red eyes and very large, sharp teeth which they continually sink into terrified human beings.

They also do other charming things such as catapulting disabled old ladies through plate glass windows, digging their claws into other people's mothers and teachers and leaving blood all over the place. When water touches the Mogwai, it results in big, burning blisters that burst, with all the agonising sound effects that go with it. Ugh!

Although a 15 rating has been slapped on the film, its content makes most X-rated movies look like pantomime. In other words, you can get in if you're over 15, but hold onto your stomach and ask yourself if you really want to see a rather sick movie.

Mystery surrounds the question of whether a game exists for *Gremlins*. If it does, Atari UK say they haven't heard of it — or the film! However, John Scratch, marketing manager at Atari in Sunnyvale, California, confirmed that *Gremlins* already runs on the 2600 video machine over there, and that a computer game based around the film is planned for the American market this spring.

Finally, those of you who prefer straightforward spooks may have noticed that *Ghostbusters*, a Columbia picture, went on general release at the same time as *Gremlins*. With its PG certificate, it appeals to a wider audience and provides more lighthearted watching.

There is lots of action and humour as three young parapsychologists in New York see a ghost and decide to set up a ghost-catching business.

For the unenlightened, parapsychology is the study of things that go bump in the night and these three become real experts at seeking them out, making money out of people's fears.

Anyone who fancies copying them could try the game, out from Activision for the CBM64 and Spectrum. It involves zapping ghosts, using marshmallow sensors, ghost traps, ghost bait and energy detectors to help you. Your job is to search for, catch and store ghosts, ghouls and the Marshmallow Man, with the aid of a New York street map.

Prices are £10.99 for the CBM64 cassette, £19.99 for the CBM64 disc and £9.99 for the Spectrum cassette. Versions for the BBC and MSX machines will be out at any time now.

Directed and produced by Ivan Reitman, *Ghostbusters* was filmed on location in New York and Burbank, California. It's been a great success since it was released in the US last summer.

If you've been to see any of the films mentioned here, we'd like to know what you thought of them, and maybe how you could have done them better. Why not drop us a line and give us your comments? Meanwhile, happy watching!

PLANETOID


RICHARD THORPE

1) **Alexander Marco,** Jesmond, Newcastle — **2,565,260**
2) **Neal Wylde,** Welwyn, Herts — **1,618,500**
3) **Daniel Poon,** Newark — **783,475**
4) **Paul O'Malley,** Romsey, Hants — **684,550**
5) **Richard Thorpe,** Denham, Bucks — **99,690**

ATIC ATAC

1) **Graham Peters,** Billericay, Essex — **5,629,796**
2) **Gary Watts,** Bishopstone, Hereford — **1,724,605**
3) **Carl Thomas,** New Ferry, Wirral — **995,003**
4) **D J Murray,** Denstone, Uttoxeter — **985,833**

PSYTRON

1) **Clive Richards,** Monkton, Pembrokeshire — **254%**
2) **Stuart McIntosh,** Bishopsbriggs, Glasgow — **248%**
3) **Clive Richards,** Monkton, Pembrokeshire — **206%**

JET PAC

1) **David Russel,** Bromley, Kent — **42,386,500**
2) **Carl Bowden,** Weymouth, Devon — **41,235,520**
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Witness's signature ....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

***The Pyramid* has Fantasy's unique high score verification system.**

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally steps into a nightmare — and into *C&VG's* Hall of Fame.

PARSEC


NICHOLAS HART

1) **Richard Dresner,** Crowborough, E. Sussex — **8,550,700**
2) **Nicholas Hart,** Hull, North Humberside — **2,528,600**
3) **Ian Wilson,** Gwynedd, North Wales — **593,000**
4) **Jonathan Pierce,** Newport, Shropshire — **333,300**
5) **Keith Jayasekara,** Chelmsford, Essex — **281,500**

STARBIKE

1) **Steven Routledge,** Hayes, Middlesex — **169,145**
2) **Derek Kent,** Westerby, Leicester — **146,550**
3) **Denzil Newton,** Greenfield, Beds — **132,880**
4) **Scott Morrisey,** Hayes, Middlesex — **125,980**
5) **Paul White,** Wirral, Merseyside — **116,600**

MANIC MINER

1) **Marcus Cornall,** Sutton, Hull — **28,648,336**
2) **Anthony Carr,** Sunderland, Tyne & Wear — **10,705,880**
3) **P Hutton,** Brackley, Northants — **10,246,120**
4) **Richard Douthwaite,** Hyde, Cheshire — **7,549,048**
5) **Uther Mahmud,** Colindale, London — **5,020,183**

ELITE


ANTHONY ROPER

1) **Jason Watton,** Chepstow, Gwent — **Deadly**
2) **Anthony Roper,** Porthcawl, South Wales — **Dangerous**
3) **James Cameron,** Glasgow, Scotland — **Dangerous**

SABRE WULF

1) **Clive Nolan,** Rugeley, Staffs — **6,006,285**
2) **Kevin Murray,** Aberdeen — **3,960,510**
3) **James McAlpine,** Cardonald, Glasgow — **2,945,600**
4) **Gavin Wood,** Dagenham, Essex — **2,795,905**
5) **Paul Maguire,** Doncaster — **2,584,950**

PYJAMARAMA

1) **Richard Cobden,** Littlehampton, Sussex — **100%**
2) **Richard Tilley,** Westoning, Beds — **99%**
3) **Ian Paul,** Ayr, Scotland — **98%**
4) **Tim Johnson,** Erith, Kent — **94%**
5) **Adrian Watson,** Stockton-on-Tees — **93%**

HALL OF FAME

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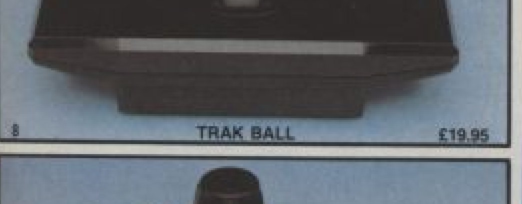

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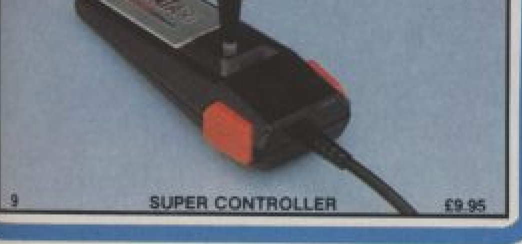

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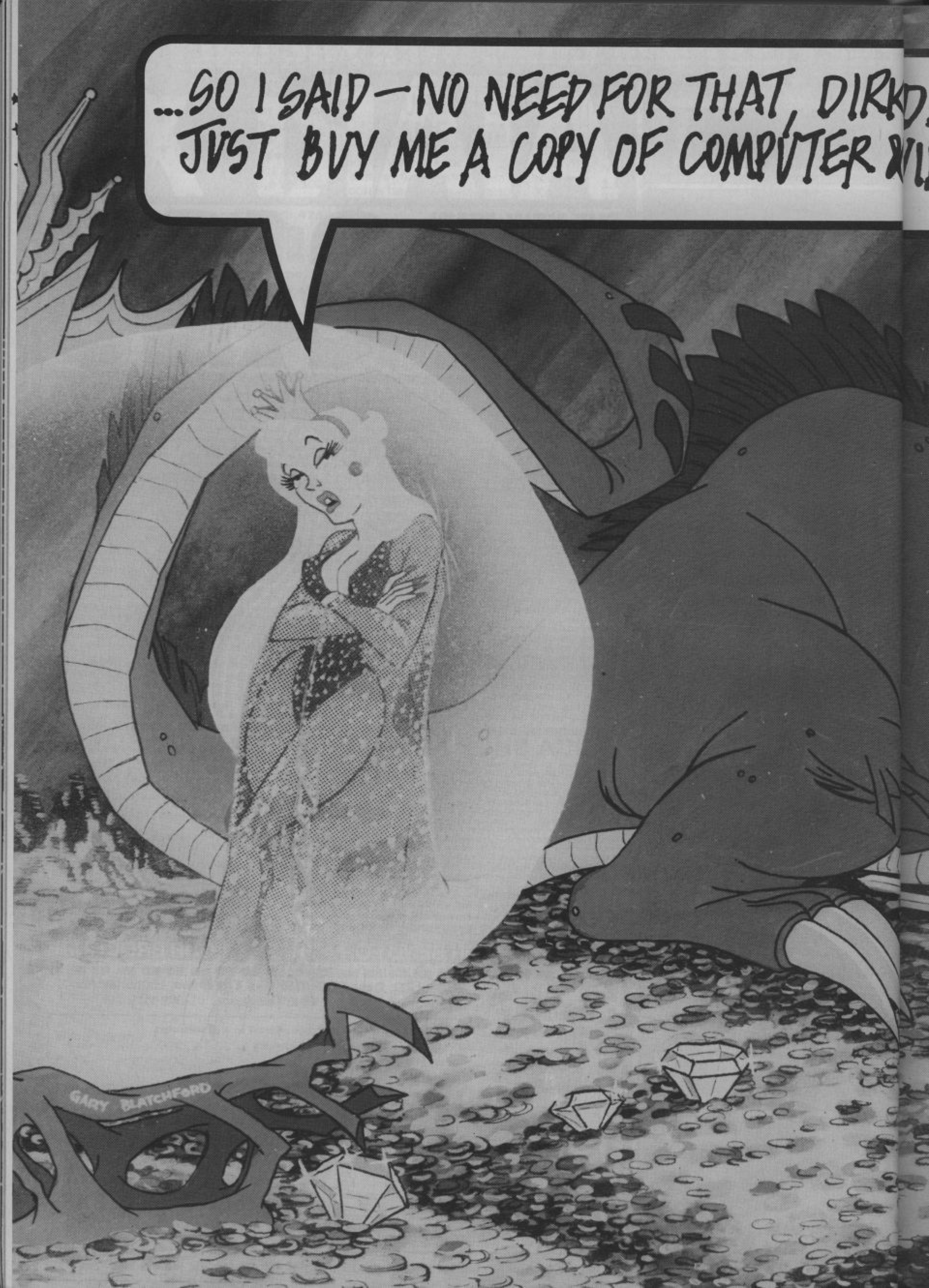
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3 What is the spaceship which the Starfighter uses to fight the mighty Ko-Dan battlefleet called?

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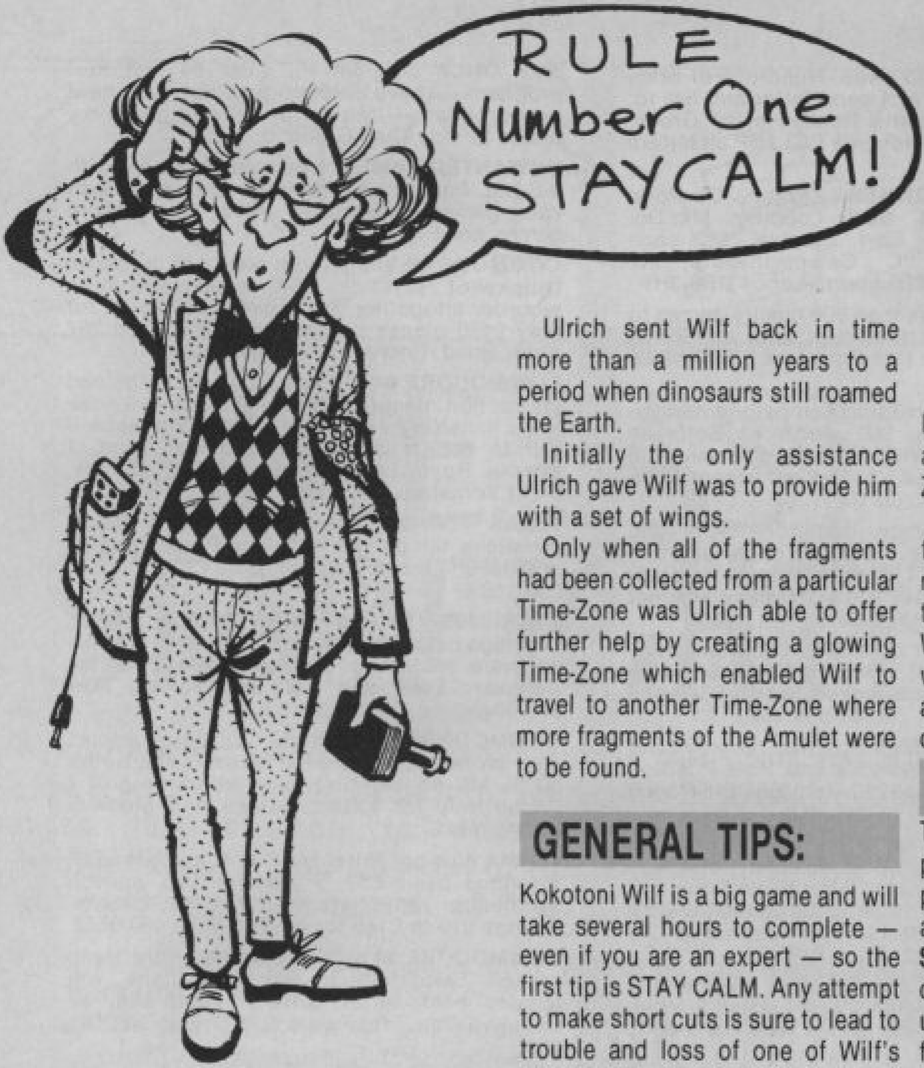
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KOKO

LEGEND has it that several hundred years ago in a province in Northern Europe there existed a great Magician who was known by the people of the time as Ulrich.

Ulrich discovered that there had once existed a legendary Dragon Amulet, the fragments of which had become scattered throughout time. Ulrich wished to recover all the fragments but by the time of his discovery had become too old and infirm to undertake the task by himself.

So Ulrich commanded his athletic protege Kokotoni Wilf, to recover all of the fragments for him.

Ulrich sent Wilf back in time more than a million years to a period when dinosaurs still roamed the Earth.

Initially the only assistance Ulrich gave Wilf was to provide him with a set of wings.

Only when all of the fragments had been collected from a particular Time-Zone was Ulrich able to offer further help by creating a glowing Time-Zone which enabled Wilf to travel to another Time-Zone where more fragments of the Amulet were to be found.

GENERAL TIPS:

Kokotoni Wilf is a big game and will take several hours to complete — even if you are an expert — so the first tip is STAY CALM. Any attempt to make short cuts is sure to lead to trouble and loss of one of Wilf's precious lives.

Secondly, there are a number of Kill-Colours in the game, and objects of these colours can be harmful to Wilf so be very careful when manoeuvring around yellow, purple and cyan obstacles, however innocuous they may at first appear.

Thirdly, all moving objects, animal or otherwise, are out to prevent Wilf from recovering all the fragments of the Amulet. Touch them at your peril!

SPECIFIC TIPS

Although it's possible to start Kokotoni Wilf on either Time-Zones 1, 2 or 3 by depressing the appropriate key before commencing play, we'll assume that we've started on Time-Zone 1.

Wilf is easily controlled by just three keys which move him left and right and up. Repeated pressing of the "Up" key can be used to make Wilf hover and the skilled player can with practice learn to fly Wilf into and out of some pretty tight corners!

Time-Zone 1

This is a doddle to the practised player, but can present enough problems to the beginner to warrant a few lines.

Screen 1: Wilf starts at the top left of the screen and floats down safely unless told to do otherwise. The fragment of the Amulet here is positioned just over the pterodactyl's nest.

Don't venture into the nest — those baby flying dinosaurs can frighten a life out of Wilf!

Screen 2: Shouldn't present a problem, just watch out for those dinosaur's tongues!

Screen 3: Hover over the top of the flying dinosaur and as it flies underneath let Wilf fall under gravity. You should now be showing three items collected on the screen.

Screen 4: Takes Wilf into the first of many cave scenes. Mind those stalagtites, they can give Wilf an awful headache. Collect the fragment and exit this screen by falling under gravity down the tunnel at the bottom left hand corner.

Screen 5: Fall under gravity down the extreme left-hand side of this screen if you want to help Wilf avoid losing another precious life.

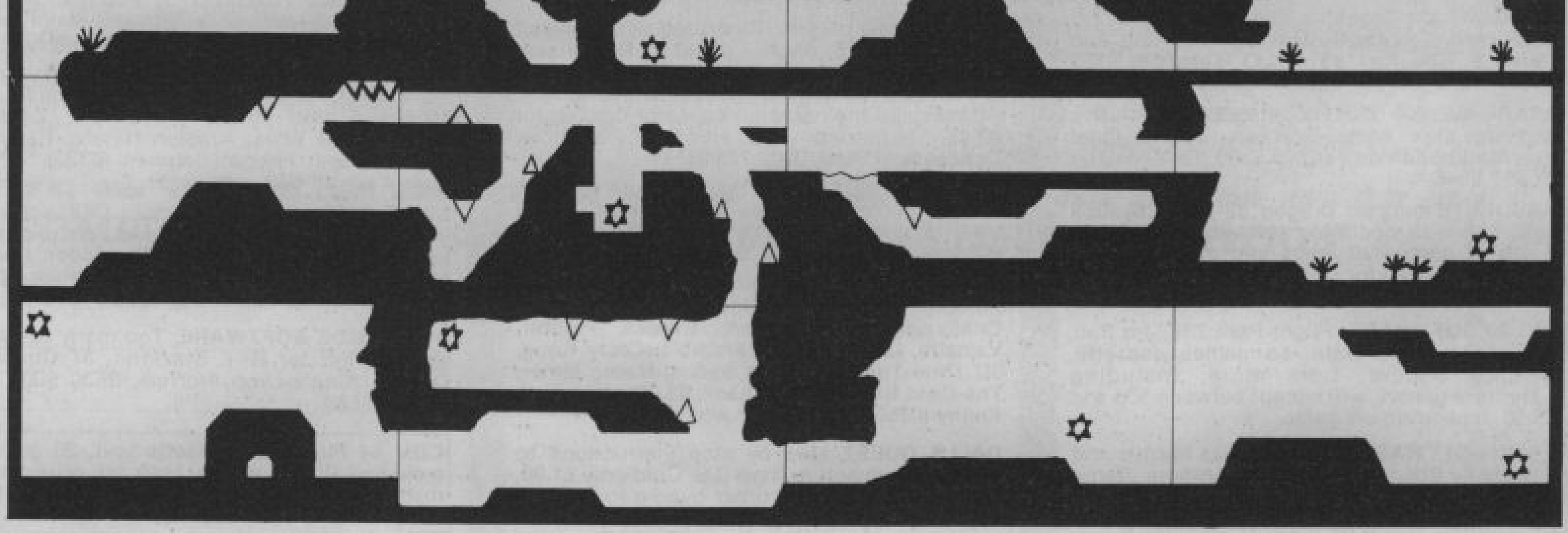
Screen 6: Of the two entrances to this screen from the left the safest is the upper one.

Stop immediately you enter the screen and fly over the dangerously placed stalagmite on the cavern floor. Recover the fragment by entering the tunnel via the horizontal passage.

Screen 7: Can be tackled now or left to later, either way it has to be completed before Ulrich can create the Time-Gate which will allow Wilf to travel to the next Time-Period. Collecting the fragment is easy, but if you're a little slow getting out of the pool you'll be trapped by the fish. Best thing to do here is flee to the right and wait for the fish to retreat. Passing the man-eating plant requires some considerable fleetness of finger. Try hovering immediately beneath the stalagtite, as the plant begins to fall, fly up and over to the right, this will take you to screen 8.

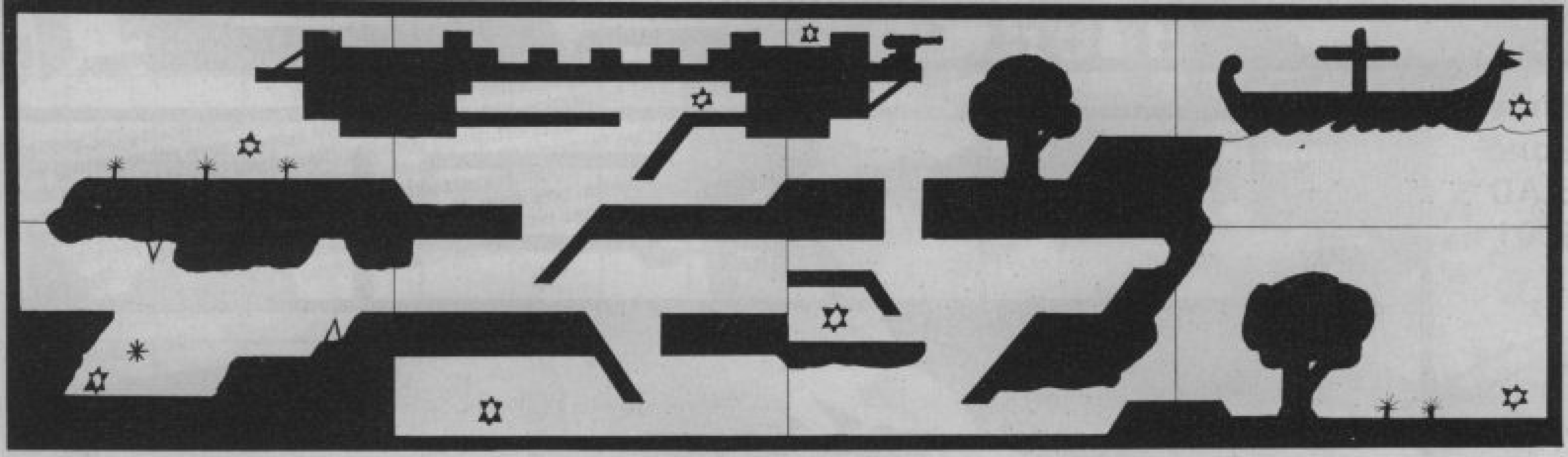
Screen 8: Requires Wilf to accomplish a tricky little manoeuvre to recover this piece of the Amulet, hovering between the jumping plants is advised.

Screen 91: Can be a tricky one. After flying past the circling birds, Wilf's best plan of attack here is to fly over

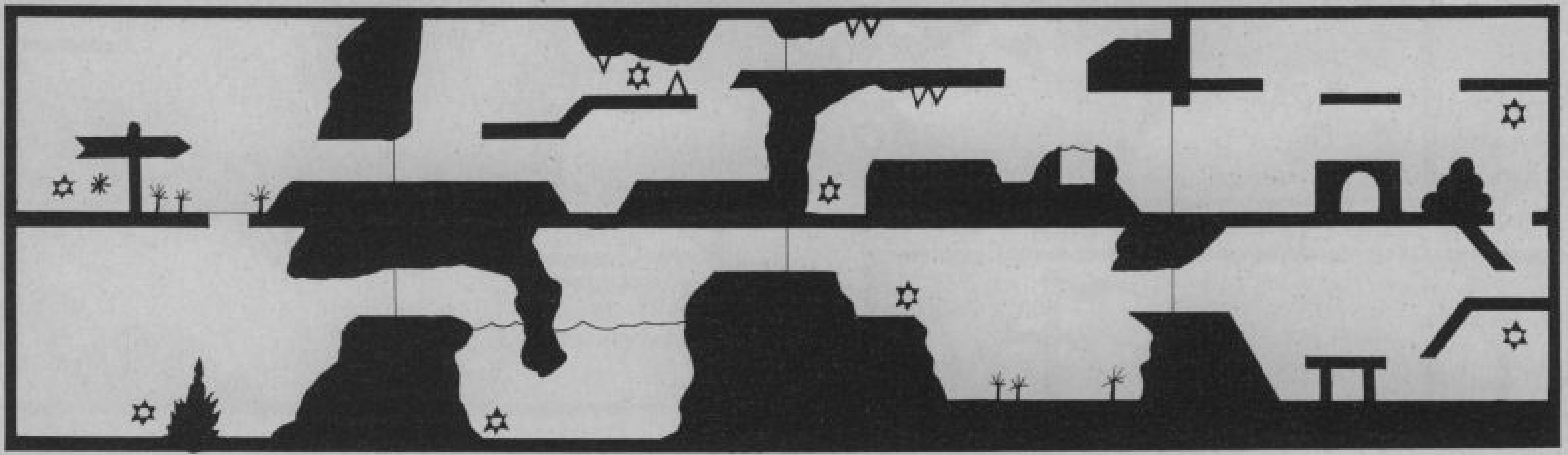


Time Zone 1 BC 1000000

TONI WILF



Time Zone 2 AD 1066



Time Zone 3 AD 1467

the pterodactyl and fall under gravity down the right side of the screen. On reaching the fragment, a diagonal flightpath should get Wilf safely out of reach of the dinosaur very quickly.

Screen 10: Requires Wilf to fly in from the left so that he avoids the pacing wolf. The highly toxic mushrooms on this screen are also not a recommended part of a healthy diet for Wilf.

Screen 11: Is Wilf's next port of call requiring him to retrace his steps through screens 7 and 6 to reach it?

Screen 12: Is reached by retracing through screens ten and eleven and should not present any problems to Wilf.

By now, the screen should be showing 'Items Collected — 12'; if it isn't, Wilf has forgotten to collect one of the fragments from a screen he has visited. When that twelfth fragment is recovered (and not before) Ulrich creates a Time-Gate to enable Wilf to travel to the next period where more fragments of the Amulet are to be found. The Time-Gate is located on screen 3 and flashes, demonstrating that it's different to a fragment which is similar in appearance.

The simple act of making contact with the Time-Gate enables Wilf to travel through to the next Time-Zone.

From here on, it isn't necessary to describe every screen in detail, so a few general comments about the important screens on each Time-Zone should provide all the help required.

Time-Zone 2

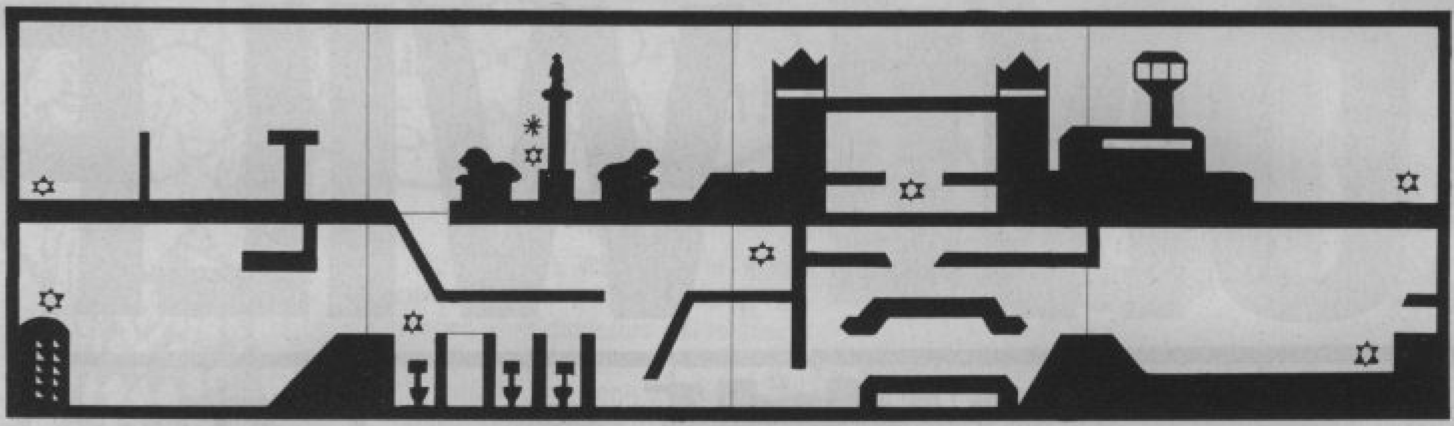
The fragment on screen fourteen is deviously placed behind the archer. To reach this, walk through the horizontal passage at the base of the castle to screen fourteen. Note that, with care, Wilf can reach screen nineteen by swimming down through the moat on screen fourteen. Also it's useful to know that screen eighteen can't be reached from screen seventeen because a monk guarding the left entrance to screen eighteen will not let Wilf through. The Time-Gate on this Time-Zone is located on screen seventeen.

Time-Zone 3

The cause of all those phone calls! If you thought getting off Time-Zone 3 was impossible, don't worry, you're not alone. Answering the phone to all the people who got stuck at this stage must have occupied us for about half of the month of September! The solution is very simple really. There's a secret passage on screen twenty-five at the top centre of the screen which allows access to screen twenty-four without the need to try squeezing past the 'impassable' bird guarding the corridor between screens twenty-four and the adjacent twenty-three. Screen twenty-seven seems to have caused a few headaches too. The best way to retrieve the fragment on this screen is to fly under the bird protecting the Amulet and, having touched it, turn immediately upward and to the right in order to escape before it returns. Passing the Sabre Tooth Tiger in order to reach screen twenty-six is best achieved by hovering under the nose of the Tiger then, as the cloud passes overhead, flying up and left at top speed before the cloud comes back. You won't be too surprised to learn that the Time-Gate to Time-Zone 4 is located on the elusive screen twenty-seven.

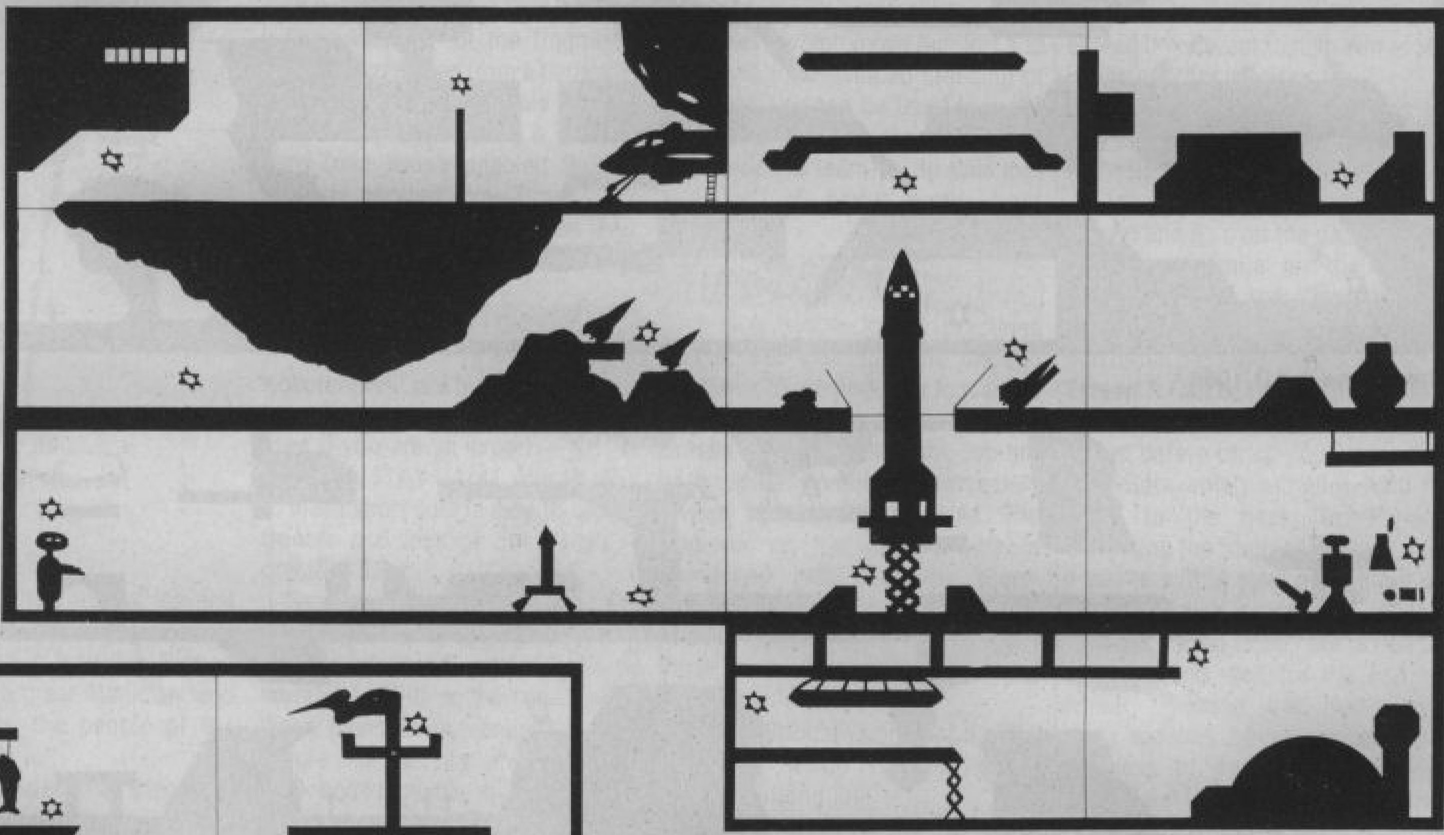
Time-Zone 4

Time-Zone 4 is another of the larger Time-Zones, with twelve screens set on an old Tall Ship. By this stage, few of the screens should present Wilf with insurmountable problems. There are no secret passages on the ship. However, some of the fragments are not readily accessible and require Wilf to take a detour as in Time-Zone 2 to reach them. Of particular note are the fragments on screen thirty-three and thirty-four which must be reached via screens forty and thirty-nine respectively. Screen thirty-six is noteworthy; although it appears to be accessible from below, any attempt to pass the bird and the sailor on screen thirty-seven is doomed to failure. The only way onto the screen is via screen thirty-five. The Time-Gate to Time-Zone 5 is to be found on screen thirty-one.

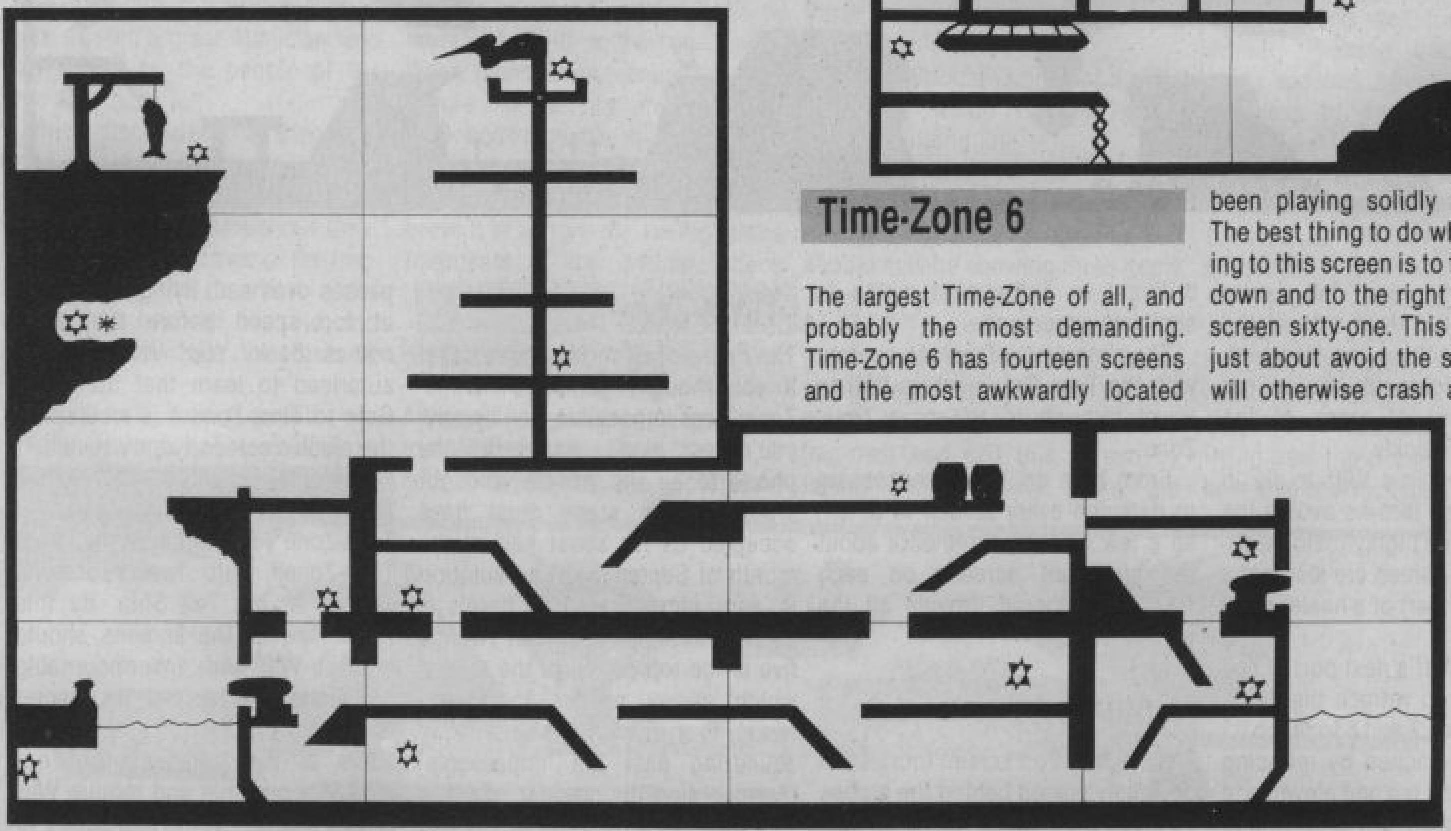


Time Zone 5 AD 1984

Time Zone 6 AD 2001



Time Zone 4 AD 1784



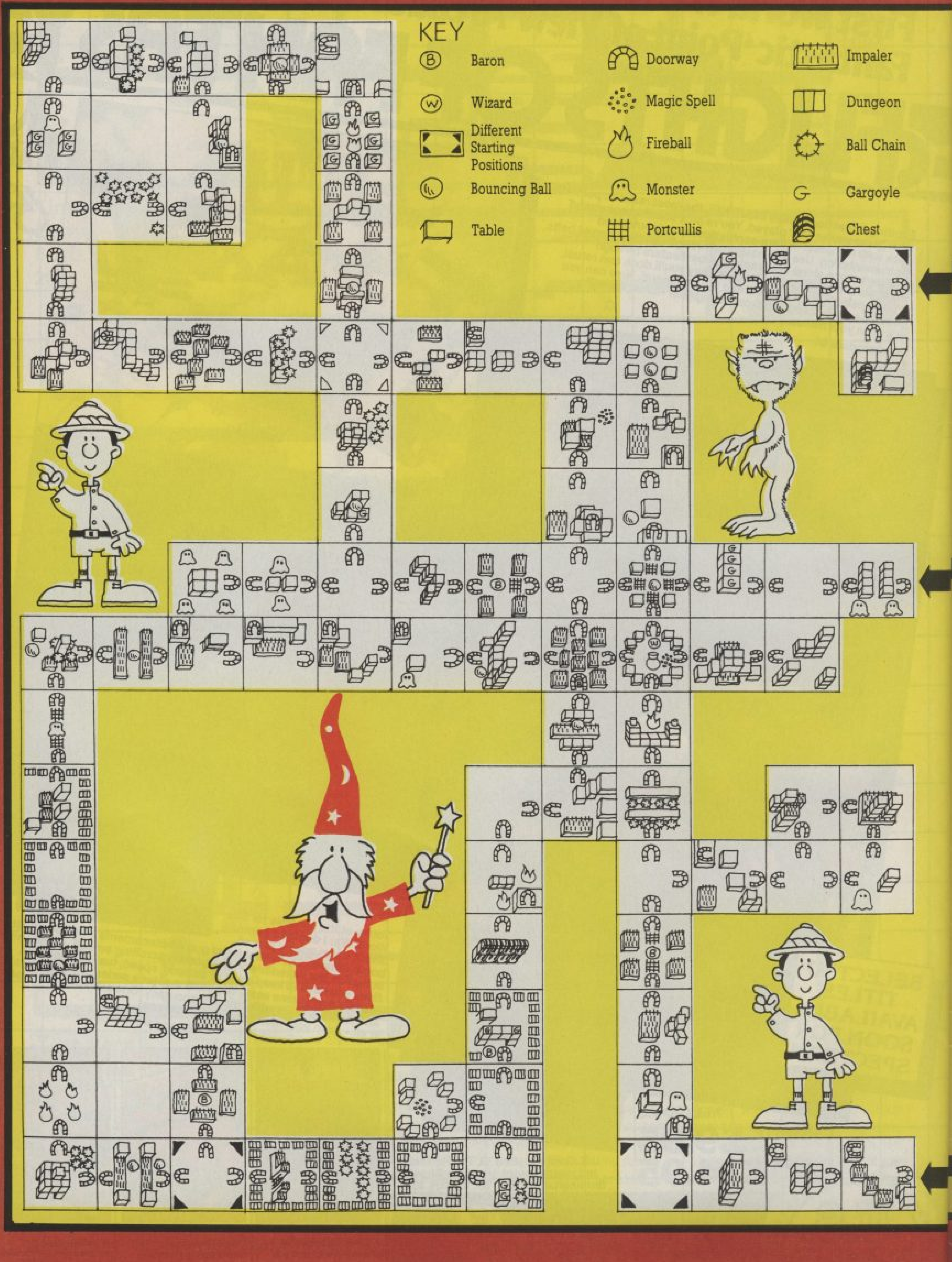
Time Zone 5

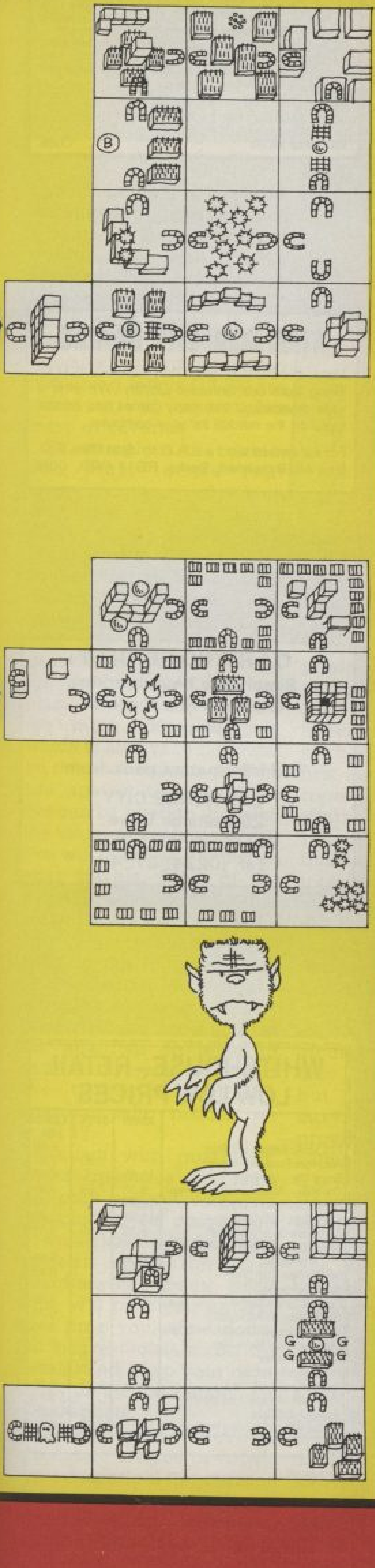
By the time Wilf has reached this stage in the game, few of the obstacles should be a major cause for concern. Passing the control tower on screen forty-one requires pixel-perfect manoeuvring but is possible with practice. The birds on screen forty-three also appear to present a difficult hurdle, but a keen eye will identify a 'safe' area between their flightpaths which Wilf should aim for. Once hovering safely in this area, Wilf simply waits for the appropriate opportunity to 'nip-in' and collect the fragment. Screens forty-six, forty-seven and forty-eight feature a character familiar to all arcade adventure game players, 'Manic Willy' or, in this case, a spanner wielding Mechanic Willy. You won't be surprised to find that the penultimate Time-Gate is located on the demanding screen forty-three.

Time-Zone 6

The largest Time-Zone of all, and probably the most demanding. Time-Zone 6 has fourteen screens and the most awkwardly located Time-Gate of all (well, what did you expect on the last Time-Zone?) The most important thing to be aware of here is that Wilf will need as many chances as you can give him to recover the fragment on screen fifty-seven and then touch the Time-Gate that appears on the screen, so don't go making unnecessary sacrifices at this late stage. Screen sixty-one can catch you off-guard especially if, by the time you reach this stage, it's 3.30am and you've been playing solidly for 8 hours! The best thing to do when descending to this screen is to fly diagonally down and to the right as you enter screen sixty-one. This way you will just about avoid the shuttle which will otherwise crash at full speed into the side of an unsuspecting Wilf.

On making contact, the final Time-Gate will transport Wilf to a screen which reveals why Ulrich sent him to collect all the fragments of the legendary Dragon Amulet. Under no circumstances should you touch any of the keys when guiding Wilf to the last Time-Gate as this will have the effect of erasing the message and returning Wilf to the first Time-Zone.


KEY
Baron
Wizard
Different Starting Positions
Bouncing Ball
Table
Doorway
Magic Spell
Fireball
Monster
Portcullis
Impaler
Dungeon
Ball Chain
Gargoyle
Chest



Knight Lore

If *Knight Lore* doesn't figure highly in *C&VC's* Golden Joystick Awards this year then I'll eat my joystick! If you are a Spectrum owner and haven't yet seen the game then rush over to your local computer store and demand to see it. If you've already got a copy then you'll find *C&VC's* map of *Knight Lore* invaluable in your search for that elusive 100 per cent score. The map comes to you courtesy of Neil Shimwell of Windley, Derbyshire, and the playing tips from Derek Mearns and Robert Wright of Witney, Oxfordshire. *Professor Video* thanks all of you!

PLAYING TIPS

JUMPING: When you want to jump a long way, hold down the "jump" key or fire button continuously. This will enable you to jump further than normal. Especially useful when leaping over impalers!

TIMING: In some rooms, split second timing is vital. Be careful before you enter to check the "day/night" indicator in the bottom right hand corner of the screen and make sure that you are not about to transform into a Sabreman or Werewolf. Creatures can still kill you during the transformation.

OBJECTS: Some objects can only be picked up by using other objects to reach them. In some rooms it may seem impossible to reach an object — until you remember a vital clue!

THE SORCEROR'S CAULDRON: The nasty in the cauldron will only attack if you enter the room in the guise of the Werewolf — so make sure that you are the Sabreman when you enter. The object you need will then flash above the cauldron. If you have the object then jump up onto the cauldron and drop it in. If you have more than one object make sure you drop the right one — otherwise an object you may need later will be wasted. The wizard Melkhior will kill you whether you are Sabreman or Werewolf — so beware!

FIREBALLS: When you come to a room with two fireballs going back and forth between two columns, go as far as you can toward one side and when a fireball is just over half-way across — going away from you — do a super-jump. See jumping tips above.

GUARD: In a room with a guard marching around in between two portcullises, hide behind a column until the portcullis nearest you opens and the guard walks out toward the doorway. Sneak in front of the guard as he walks back. The portcullis at the far end should be opening so you can simply run through in front of him. If the portcullis isn't open you can avoid the guard by positioning your Werewolf or Sabreman as far into the corner as possible and wait for a suitable chance to escape.

SABREMAN/WEREWOLF: You've all probably guessed by now, but here's one final tip. In some rooms it helps or is essential to be either the Sabreman or the Werewolf. We'll let you work out which is which!

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Underwurlde

Key to the UNDERWURLD

- S Start & Catapult
- E Exit
- B Bow
- D Dagger
- T Torch
- ♆ Guardians

The Underwurlde contains the largest playing area that Ultimate have so far devised — nearly 600 screens. These screens are laid out on a grid 52 deep by 16 wide. Levels 16 and above contain tastefully furnished rooms while the remaining levels (17-52) are made up of a complex maze of caverns.

To complete the game, you must locate four weapons, three of which will see off the three guardians of the Underwurlde. This will give you access to the exits at the top of the maze — the object of the game.

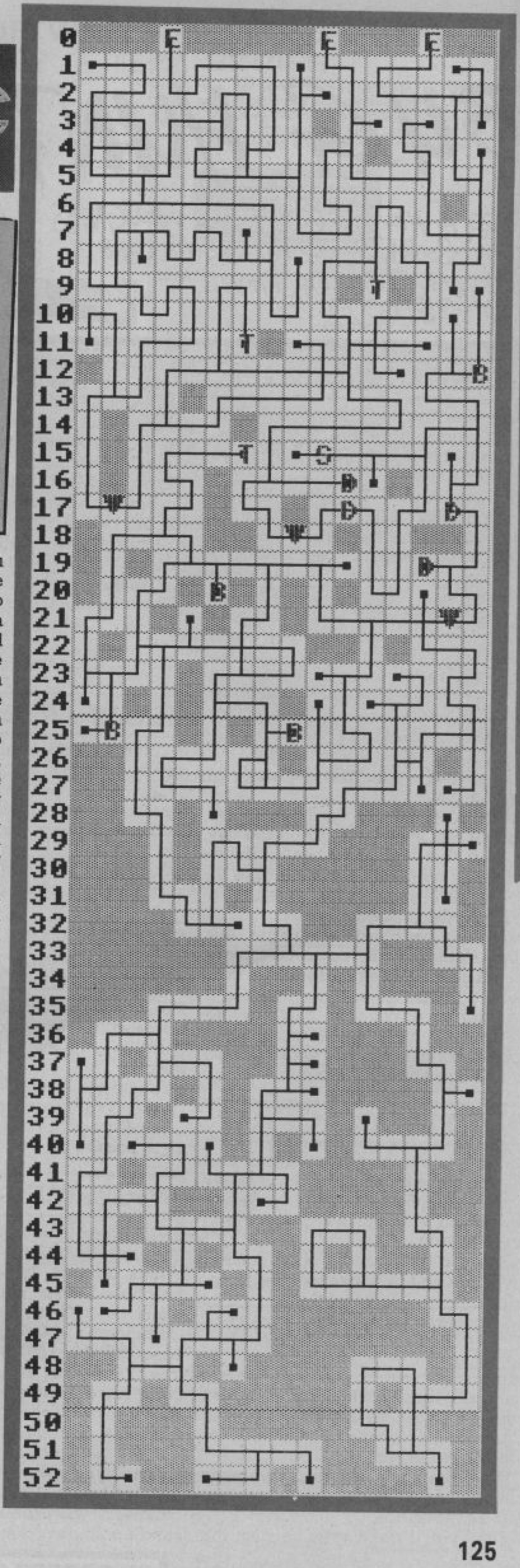
At the start of every game, each weapon except for the catapult will be placed randomly around the maze. The catapult, which is always to be found on the start screen, is of no use against the guardians but can be used to dispatch the various creatures which you will come up against on your travels. Most of the possible sites for the other weapons are marked on the map and these must be used in the following way — the dagger will kill the guardian on level 21, the bow must be used against the guardian on level 18 and, finally, you will need the torch to kill the guardian who resides on level 17.

Contact with guardians, lesser creatures or plants will only prove fatal if you are pushed or pinged off down a chasm. Eagles, who appear after the first guardian has been dealt with, will pick you up and then drop you, often down the nearest chasm. So be careful and keep your digit firmly on the fire button — it auto-repeats.

Jumps made across chasms to ledges or ropes are automatic if the current direction key is kept pressed down. However, on certain screens above level 16, this may cause you to lose a life because the computer generated jump will not connect with a ledge. In this case, you will need to calculate the position to jump from yourself. When down in the caverns it is often necessary to cross a deep ravine. To do this quickly, first leap up and grab the rope. Then, by pressing alternately on the left and right direction keys, try and build up a decent swinging motion. You should now, by pressing the rope-release button at the appropriate moment, be deposited on the opposite side of the chasm.

The blue gems which are to be found scattered around the caverns will not only increase your score but also allow you to survive any fall. This provides a far safer alternative to using the ropes for downward travel. However, care should be taken as the effects of the gems are only temporary. The white statues which appear on some screens are extra lives and should be collected if possible.

The areas below level 26 seem to be devoid of anything necessary to complete the game, unless of course, you know better. At any rate, armed with the above information, you should now be able to escape the Underwurlde. Good luck!



BUG HUNTER



— WRITE TO ME AT: COMPUTER & VIDEO GAMES PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. OR PHONE ME ON: 01-251 6222.

CHANGES CHANGES

This is the last Bug Hunter page that I'll be writing from the *C&VG* office. As from this month, I'm moving to pastures new.

But we can't let Bug Hunter disappear, so I'll still continue to bring you all the best hints, tips and information for your machine as I have been for the last eighteen months.

I won't be in the *C&VG* office any longer, but you can still contact me. If there's something you'd like to share with Bug Hunter readers, write to the address at the top of this page, or leave me a message on Micronet. My number is 012 786 556.

Alternatively, call my answering machine on 01-251 5633 any time, 24 hours a day.

Naturally, there will still be someone in the office during the day to help you if you have a problem with a listing in the magazine. Call on 01-251 6222 and ask for the *C&VG* editorial department.

C&VG's own problem page, *Ask Bug Hunter,* will continue every month from now on. So if your micro's getting you down or there's a program that you just can't get to work, drop me a line. Amongst our 350,000 regular readers we're bound to find someone to help you.

DECATHLON

Derek Hutchinson from Tyne and Wear writes to say that Daley Thompson's *Decathlon* for the 64 can be played with the keyboard if you don't have a joystick.

Use the CTRL and 2 keys for left and right and the space bar to jump.

MANIC POKES FOR THE 64

For all those who have asked whether there are any pokes for the Commodore version of *Manic Miner,* the answer is yes.

Here they are, courtesy of Justin Penrose from Bristol who receives £10 for his efforts.

First, you'll need to wind past the loader on the tape. The best way to do this is to load the game as normal and, when the first part of the program has loaded, turn the 64 on and off. Now the tape will be in the correct position.

Type LOAD "",1,1 and, when it's finished, enter these pokes.

POKE 16419, the number of the screen you want to start on.

POKE 16424, the number of lives you want.

The screen can be between 0 and 19, while you can have from 1 to 255 lives.

To start the game, type SYS 16384.

ATARI PROBLEMS?

If you're having trouble loading 32k games into your 48k Atari 800, Brian Sofley from Co. Antrim suggests removing one of the 16k memory packs from your machine. He says that without this fix he can't load *Bruce Lee.* Removing 16k, though, lets the game load perfectly.

MICRONET CONTACTS

The Bug Hunter account on Micronet can also be used to contact Keith Campbell, the magazine's Adventure wizard.

Send a mailbox to 012 786 556 and I'll make sure that it gets to Keith.

Same goes for any other department of *C&VG.*

INVISIBLE SPECTRA

If, like me, you saw an advert in December's *C&VG* for a company called Spectra Imports, you were probably rather surprised at their offers. A BBC model B for £315? A Commodore 64 for £99 and a 48k Spectrum for £60? Too good to be true? 'Fraid so! It appears that the company doesn't actually exist and a warning has appeared in the press and even on some TV programmes.

If you have already sent money to Spectra, you may find that the police have managed to get back your cheque. If you are still thinking about sending money, don't.

YEARBOOK '85

The *C&VG* Yearbook is now on sale, with a scene from *Dragon's Lair* on the cover.

In keeping with tradition, the Bugs have again taken a fancy to the Texas listing and refused to let the printers see the last part of it.

We have some photocopies of the missing portion at the office and, if you send your name and address, we'll get one whizzing off to you.

DALEY BUGS

Simon Stokes from Birmingham tells me of yet another bug in Daley's *Decathlon.*

If, on the long jump, you jump too early and land close to the right hand side of the take-off line, you will score a jump of around 80 metres!

Also, he asks if anyone has noticed someone in the crowd bearing a striking resemblance to *Miner Willy.*

ANCIPITAL CHEATING

To cheat on Commodore 64 games which have turbo loaders, you'll need a reset switch fitted to your machine. If you have one, pressing it with a game loaded will reset the game, allowing you to enter the magic pokes.

If you don't, you'll just have to keep practising so that you can clear the game without any extra lives.

To see what happens when you reach the end of *Ancipital,* use these pokes in conjunction with a reset switch:

POKE 22743,57: POKE 22744,57: SYS 16384.

Next month, I'll tell you how to be able to walk through walls.

See you next time.

If you uncover a bug during one of those all-night programming sessions, don't save it till morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the bleep."

BY ROBERT SCHIFREEN

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WOW!

Heyyyy look everybody! The Hairy One has just come back from holiday and he's going to tell you all about his amazing experiences among Peruvian llamas. Jeff Minter, the man who brought you *Revenge of the Mutant Camels, Sheep in Space* and *Ancipital*, has journeyed to the land inhabited by some of his favourite creatures — and *C&VG* has managed to get hold of Jeff's holiday snaps. We'll be bringing you an exclusive report on his adventures in the Land of the Llama.

Super-supplement

More freebies with the next issue of *C&VG!* Keith Campbell has been hard at work in his Adventure-lab high atop his mist-shrouded tower somewhere near Brighton to bring you the *Book of Adventure II!*

This is the follow-up to last year's highly acclaimed super-supplement — and will include up-to-date news of all the latest and greatest Adventureware, a round-up of all the Scott Adams' classics, plus lots more great reading for Adventurers everywhere. So grab your trusty broadsword and hack a crimson path through those marauding Orcs who will be gathered around your newsagent's front door on February 16th and snatch a copy of *C&VG* before everyone else does!

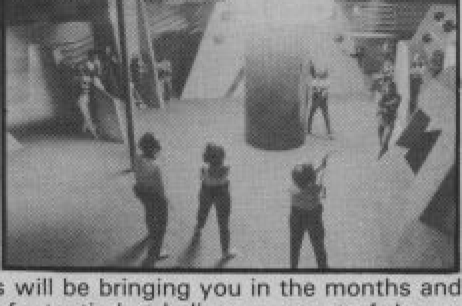
Games Galore

If you enjoyed this month's *Book of Games* then you won't want to miss out on our regular games listings for the Spectrum, BBC, Atari and Commodore 64 next issue. We've got some neat games for you — so don't miss out!

Joystick Jury

The Joystick Jury resumes after a long recess to bring you their verdicts on a new batch of joysticks for all the popular micros. The jury has put the sticks through a tough series of tests and will be announcing their sentence next issue. Don't miss this courtroom drama!

Future Games



What games will you be playing in five years time — or even in six months time? The future holds many surprises — and *Computer & Video Games* aims to be the first to spring them on you! Next issue we start a short series of features called Futuregames. We'll be telling you what the computer game lords will be bringing you in the months and years to come. Some things might sound fantastic but believe us most of them could happen tomorrow — or are already happening. That's the case here as we bring you the lowdown on a hi-tech real-life fantasy game called *Planet Photon* which has been causing quite a stir in the USA. *C&VG*'s American correspondent, Marshal M. Rosenthal, joined the Photon Warriors to get the inside story . . .

Star Warriors!

Video games get a look in too next issue when we give away some brand new cartridges for the Atari VCS, thanks to our friends at Silica Shop. Yes, someone is still producing games for the good old VCS! Plus a look at some of the long awaited new releases.

ON SALE FROM FEB. 16th.

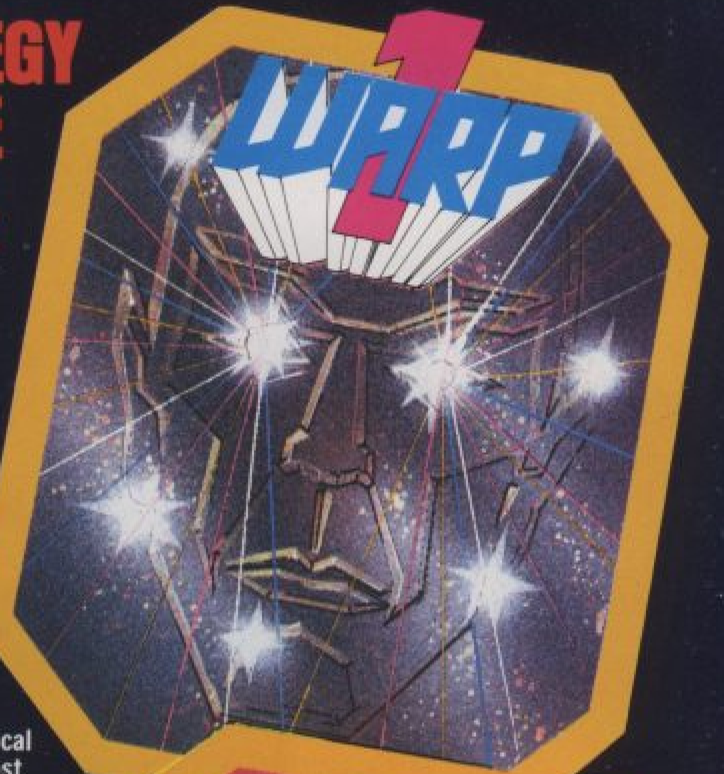


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"It's like no other game I've played before . . . screen layout is excellent - It's different". Electron User.
"Stylish graphics and a splendid hyper-space display". Pop. Comp. Weekly.

BBC £7.95. Electron £7.95

ZORAKK the conqueror...a graphical fantasy adventure in search of the lost crown of ultimate darkness.

"frustratingly addictive strategy game"
"utterly compulsive", better than most of the strategy games available for the beeb". Personal Computer Games.

BBC £7.95
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Merry Xmas, SANTA... arcade fun as Santa delivers presents. Jump flying snowballs... dodge falling icicles...avoid hostile snowmen and eat and drink as much as possible on the way . Excellent full colour action which can be enjoyed all the year round.

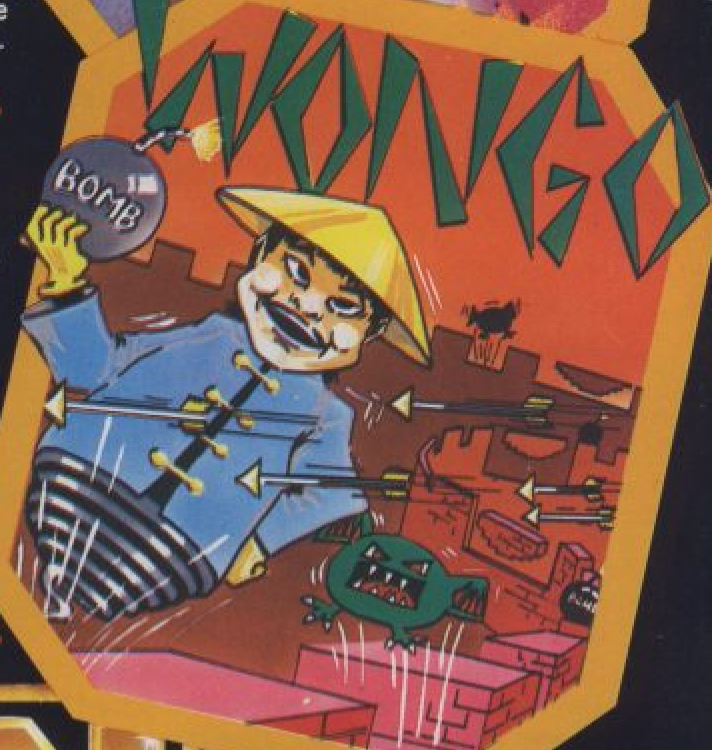
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Space Station ALPHA... a graphical space battle to save the earth from invading cylons.

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ULTRON...Super fast, super smooth, 'zap-em' game, blast the swarms of invading aliens to reach the mother ship ...multi screen.

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commodore 64

Alice IN VIDEOLAND



PURE MAGIC!

Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe smoking caterpillars; where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

Scene One - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

Scene Four -The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

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